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THE

WHIST REFERENCE BOOK

"YE ROYALL RECEPCIOUN."

REPRODUCED FROM THE ORIGINAL PICTURE BY MAXFIELD PARRISH, DESIGNED EXPRESSLY FOR THIS WORK

Ye King and Queene with pleasaunce looke
Uppon ye grete White Ref'rence Booke.
"Now, wyffe," quoth he "let all ye players
We meet in bataile say their prayeres!"
Whereat ye solemn Knaves bowe low;
And quoth ye Queene, "Aye, truly so!"

(Chaucer Redivivus.

"YE ROYALL RECEPCIOUN."

REPRODUCED FROM THE ORIGINAL PICTURE BY MAYFIELD PARRISH, DESIGNED EXPRESSLY FOR THIS WORK

Ye King and Queene with pleasunce looke
Uppon ye grete Whiste Ref'rence Booke.
"Now, wyffe," quoth he "let all ye players
We meet in batsile say their prayeres'"
Whereat ye solemn Knaves bowe low;
And quoth ye Queene, "Aye, truly so!"

(Chaucer *Redivivus.*)

THE

WHIST REFERENCE BOOK

. . . . *Wherein Information is presented concerning the NOBLE GAME, in all its aspects, after the Manner of* . . . . . .

. . A . .

CYCLOPEDIA, DICTIONARY, AND DIGEST

ALL COMBINED IN ONE

BY

WILLIAM MILL BUTLER

ILLUSTRATED

PHILADELPHIA: . . PRINTED AND PUBLISHED BY THE JOHN C. YORSTON PUBLISHING COMPANY. . MDCCCXCIX.

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women especially have it in their power to maintain its purity and attractiveness. To them we look to keep it, as it now is, a game for the home circle, an educating influence, as well as an amusement.

"In view of these facts, it would give me much pleasure to dedicate my forthcoming work, 'The Whist Reference Book,' to the two Leagues. Permit me to ask you, as the presidents of your respective organizations, whether such dedication would be pleasing and acceptable?"

The answers received are herewith reproduced by permission:

Philadelphia, Pa., December 7.

MR. WILLIAM MILL BUTLER,

Dear Sir:

Allow me, in behalf of the Woman's Whist League, to thank you for the proffered dedication of your magnificent work. It is a very great compliment and appreciated and accepted in the spirit in which it is offered. Every woman connected with our organization will heartily agree with the sentiments expressed concerning the game. Again thanking you cordially for the courtesy, and wishing you every possible success, I am,

Very truly yours,

EMMA D. ANDREWS,
President Woman's Whist League

1119 Spruce Street.

American Whist League,
Office of the President,
Detroit, Mich., December 22

MR. WILLIAM MILL BUTLER,

Dear Sir:

It becomes my duty and very great pleasure to acknowledge, on behalf of the American Whist League, the great compliment paid the League in having dedicated to it your splendid work. I take your kindly act as recognition of the success of the League in purifying and popularizing, as a means of education and as an intellectual pastime, the noblest of indoor games. Having developed, since the organization of the League, from a mere game into a science, it is to be hoped that whist, as it is a great discipliner of minds as well as a true test of mental skill, may soon be universally recognized as the most popular American game. As an instrument to this end I am sure your work will be welcomed by every lover of whist.

Yours sincerely,

HENRY A. MANDELL,
President American Whist League

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ASTOR, LENOX AND
TILDEN FOUNDATIONS

Lord Folkestone.

From the family portrait in possession of the Countess of Radnor; now published for the first time. He was the first to encourage the systematic study of whist.

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to-day the whist-player who wishes to be thoroughly grounded in its history and practice finds himself confronted by a bewildering array of authorities and isms, such as might well dishearten all but the most courageous.

The necessity for some method whereby order may be brought out of chaos is obvious; and we believe this can best be accomplished by means of a well-arranged and thoroughly impartial description and review of everything relating to the game. It is not our purpose, therefore, to add to it any new theory or hobby, but rather to so indicate those things which are already in existence that the earnest student may inform himself concerning them, and, by using his individual judgment, as well as the judgment of others, accept that which is good, and reject that which is of no permanent value.

In order to make the gathered information easily accessible, the articles are arranged in alphabetical order, and supplemented by an exhaustive index of cross-references. Every authority, from Hoyle down to the present day, is quoted, and the quotations will all be found of great value and benefit, especially in matters upon which there exists a difference of opinion. In order to enable the reader to estimate at its full value every statement made, the school to which each authority quoted belongs is plainly indicated by means of a system of abbreviations, enclosed in brackets, printed after each name.

The task of digesting and arranging in orderly form the accumulated knowledge of centuries, as well as the information concerning multitudinous changes and improvements of recent years, has been a fascinating, if somewhat prolonged and arduous, one. We have endeavored to treat everything upon

its merits, and to be absolutely fair to every school and every individual. We have deemed it our duty to mirror whist in all its vigor and sometimes overflowing exuberance. It is whist with all its glories as well as imperfections—whist as it exists, and not as we or any other individual might wish to see it in narrower confines. The book necessarily contains some things which we may not personally favor; some views with which we may not personally agree; some methods of play which we may not personally endorse; but in each and every instance where there are grounds for a difference of opinion, where usage is not general, or where a thing is roundly condemned by one side or the other, we have tried to present the weight of authority, both for and against, in order that the reader may be in a position to examine and decide for himself. The only liberty we have taken is to speak freely on all matters affecting the morals and good repute of the game.

There can be no doubt that the evolution of whist has brought with it a higher type of play in America than the world has ever known before. Its chief distinguishing feature is the abolition of stakes—no money consideration of any kind being found necessary to lend interest to the game. The credit for this great advance is very largely due to the American Whist League, which, at its organization in 1891, adopted the seven-point game, eliminated the count of honors and the preponderance of luck from the play, and above all adopted the splendid motto of, "Whist for Its Own Sake." The efforts of the League to promote higher ideals, and maintain the purity and integrity of the game, are nobly seconded by the Woman's Whist League, a more recent organization, which is the out-

come of the immense activity of the fair sex in whist matte in this country. That activity, inspired by the modern scie tific game, and by the instructions of a host of faithful a devoted whist teachers, is constantly growing, and cannot b have a great and beneficial effect, so that with woman and t home, as well as man and the club, behind it, whist may soo as Dr. Pole puts it, "assume the position of a great soci element which Herbert Spencer must reckon with in his pri ciples of sociology."

Much has been said about the conflict which has been f some years going on between the advocates of the long a short-suit games, and between the advocates and opponents American leads and other conventional signals. We believe th all fears that these differences of opinion may prove injurio to whist may be dismissed as groundless. The splend vitality of the game has withstood all the rivalries and antag nisms of the past, and will, we are confident, survive those the future. The sturdy oak laughs at the storms which be its boughs, and finds them beneficial in the development of st greater strength. Whatever is best in whist will survive, a whatever is worthless will succumb to the force of honest cri cism. The final result must be, and will be, still better whis

In presenting the "Whist Reference Book" for the approv of the whist world, we beg to extend our warmest acknow edgments to the host of correspondents, both in this a foreign countries, who so liberally seconded our efforts obtain correct and authentic information for its pages. Amo those whose personal co-operation and unfailing courtesy w especially helpful, we cannot forbear mentioning Henry Jon

("Cavendish"), N. B. Trist, General A. W. Drayson, Dr. William Pole, R. F. Foster, C. D. P. Hamilton, Cassius M. Paine, Milton C. Work, John T. Mitchell, Eugene S. Elliott, Matthias Boyce ("Mogul"), Charles Mossop, P. J. Tormey, E. C. Howell, Judge George L. Bunn, C. R. Keiley, W. H. Whitfeld, W. S. Fenollosa, Charles M. Clay, and Charles S. Boutcher. Also, among the ladies, Miss Kate Wheelock, Mrs. T. H. Andrews, Mrs. Henry E. Wallace, Mrs. M. S. Jenks, and Mrs. Elizabeth Wager-Smith

Among the many portraits of whist notabilities with which the volume is embellished we have the pleasure of giving that of Lord Folkestone, who was the first to recognize the merits of whist and actively promote its study and improvement. For the likeness, now published for the first time, our acknowledgments are due to the Countess of Radnor, who kindly placed it at our disposal. All efforts to obtain portraits of Hoyle, Payne, Mathews, or Deschapelles proved unavailing.

Should there be found, despite the care which has been exercised in its preparation, any serious errors or omissions in this book, we shall at all times be pleased to hear from those in possession of the facts, in order that the proper correction may be made in subsequent editions. In this way, with the active co-operation and support of the lovers of whist, wherever found, it is hoped that there may be maintained, as long as the king of card games endures, a standard work in which any and every reasonable question concerning whist, its history, science, practice, laws, and usages may be found intelligently answered.

PHILADELPHIA WHIST CLUB,
October, 1898

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KEY TO ABBREVIATIONS

USED AFTER THE NAMES OF QUOTED AUTHORITIES

Indicating at a glance the school of whist or style of game followed and advocated by each.

L. A.—Advocates of the long-suit game and American leads.

L. A+—Long-suit advocates and players who are friendly to American leads, or who employ them to some extent.

L+A.—Adherents of the long-suit game, in the main, who are liberally inclined toward short-suit play, and who employ American leads.

L+A+—Advocates of the fundamental long-suit game who have liberal views concerning the use of short-suit play in emergencies, and who are friendly to American leads.

L. A. H.—Long-suit advocates and players who employ American leads with Hamilton modifications.

L. A. P.—Long-suit advocates employing American leads with Pettes' modifications.

L. O.—Long-suit advocates and players who employ old leads.

L. O-—Long-suit players and advocates who employ old leads, but are liberally inclined toward the modern scientific game.

L+O.—Advocates of the long-suit game who make a liberal use also of short-suit tactics, and who employ old leads.

O.—Players and advocates of the old leads as practiced by Hoyle and his immediate successors.

S. H.—Advocates of the short-suit game who follow the Howell system.

S. O.—Advocates of the short-suit, or "common-sense," game who employ old leads.

S+O.—Short-suit advocates who are liberally inclined toward the long-suit game, but employ old leads.

The Whist Reference Book.

ındoned Hand.—A hand at
or so much of it as remains
yed, thrown face upward upon
ıble by a player or players,
y reason.

four players throw their cards on
ɔle, face upwards, no further play
hand is permitted. The result of
nd as then claimed or admitted, is
shed, provided that, if a revoke is
:red, the revoke penalty attaches.
of Whist (*American Code*), *Sec. 27.*
ll four players throw their cards
table, face upwards, the hands are
ɔned; and no one can again take up
ards. Should this general exhibi-
ow that the game might have been
ɔr won, neither claim can be enter-
unless a revoke be established.
:oking players are then liable to the
ng penalties: they cannot, under
cumstances, win the game by the
ɔf that hand, and the adversaries
ld three to their score, or deduct
rom that of the revoking players.
of Whist (*English Code*), *Sec. 59.*

, **Y-Z.**—The commonly ac-
l manner of indicating the
's or hands at the whist table
means of the letters A-B,
:he former two being partners
ıt the latter two. The letters
C-D, have also been used to
extent in the past, among
, by James Clay and G. W.
. They are now used to des-
the challengers at duplicate
when two teams of four
ɔlay against each other, the
club, or holders, being desig-
as W-X, Y-Z.

ɔng several other writers on
ıt whist, "Aquarius" used
ters A-C, B-D to represent the
layers at a table. In other in-
s the figures 1-2, 3-4 have
employed. In the *Westmin-
apers* the editor used A-B,
although his correspondents employed other formulas as well. In his recent work on "Short-Suit Whist," E.C. Howell adopts North-South, East-West, the terms generally used to indicate the positions of the players at duplicate whist. The great preponderance of usage, however, is in favor of A-B, Y-Z, which is nearly always used in periodicals and in the daily press when recording whist-play, and also in most of the late text-books. It is used in the works of "Cavendish," Pole, Drayson, Proctor, Foster, "Pembridge," and many others, although in some instances the same author makes use of more than one kind of notation. The main objection to the N-S, E-W notation is, that explanatory notes are required to give the positions of the dealer and the lead, and without these the hand is unintelligible.

A is the first hand, or leader, and B is his partner, or third hand; Y is the second hand and partner of Z, who is the fourth hand and dealer in the opening play. There is a growing custom among writers on whist to speak of the first hand as A, the second hand as Y, the third hand as B, and the fourth hand as Z, without any qualification or explanation, the terms being regarded as synonymous.

Ace.—A card containing one pip or spot. In whist the ace is the highest card in rank or value, except in the matter of cutting, when it is lowest. It is one of the four honors counted in the English game.

The ace is led more frequently than any other high card except the king. Under the old leads system

it is led from ace and four or more others without the king; and from ace, queen, and jack, with or without others.

Under the system of American leads, ace is led from any suit of five or more which does not contain both king and queen; and from any combination which contains both queen and jack, but does not include the king. Here are the leads in detail in which the ace figures:

From ace, king, jack, and two or more others, lead ace followed by king.

From ace, king, and three or more others, lead ace followed by king. (In trumps, lead fourth best, unless holding seven.)

From ace, queen, jack, and two or more others, lead ace followed by jack.

From ace, queen, jack, ten, lead ace followed by ten.

From ace, queen, jack, and one other, lead ace followed by queen.

From ace and four or more others, the orthodox practice is to lead ace followed by fourth best, although many first-class players believe that in the American game, and especially at duplicate, it is better to lead fourth best. In trumps, the orthodox practice is to lead fourth best, unless holding seven when the ace is led.

In forced leads, from ace, queen, jack, lead ace followed by queen.

Adherents of the old leads object to the American lead of ace from ace, king, and others, because, they claim, it does not at once give your partner information concerning the whereabouts of the king. (Below will be found "Cavendish's" argument in favor of the American lead.)

The ace lead does not figure in the so-called short-suit game. In fact, when led by short-suit players, it means either that they hav
cluded for that particular h
play according to long-suit t
or they are playing the I
variety of the short-suit gam
Mr. Howell's system, the lead
ace figures in two of the five
of strategy adopted to me
various conditions of the han
followed by king, it mean
high-card game, in which you
expect to make anything ex
trick or two in your strong s
followed by a small card, it
the ruffing game.

ACE AND FOUR.—There is n
suit from which a hand is more fre
opened than ace and four or more
and there is, therefore, no comb
from which it is of more importan
the best trick-taking lead should
termined. In spite of this ther
whist question to-day upon whic
is a wider divergence of opinion
good players. * * * After cons
the whole ground, the writer is i
to side with those who believe t
lead in five-card suits to be a w
one in the long run, and advises it
tion by players of the first class.
more than five cards, however, it
distinctly dangerous unless the ha
sufficient strength in trumps to
taking the short end of the chan
the prospect of a big gain. The
mendation to lead the fourth best
ited to players of the first class,
bringing in of a long suit requires
erable skill, and poorer player
adopt the fourth-best lead free
suffer all its losses without the al
profit by its gains.—*Milton C*
[*L. A. H.*], "*Whist of To-day.*"

Holding ace and four below the
it is now thought wise to lead four
unless trump strength is declared
you. With ace and four others, i
the queen or knave, many of o
players are leading fourth best reg
of trump strength, to simplify th
nal lead of ace, which then in
either the king, or both queen and
or six or more in suit.—*Kate H*
[*L. A.*], "*Whist Rules.*"

Should ace be led from ace an
small of a plain suit, or should the
best be led? This has been a
question for some years. As w
played in England (straight, five
counting honors), it seems probal
the original lead of ace is best. Th
is too short to admit of not ma

rick (bar trumping) when able. , perhaps, one exception, viz., h strength in trumps as to war- ump lead if partner can assist ng suit headed by the ace. But iplicate whist on the American s the game, and every hand is or what it is worth, the matter quite a different aspect. Accord- ie best modern calculations, for recise accuracy is not claimed blem not lending itself to abso- ionstration), there is a slight ad- so far as the probability of tricks in the suit is concerned, g the fourth best rather than the is, however, may be offset by nsiderations which are of too nd technical a character to be l here. One, however, may be ed, viz., that the lead of ace at lares great strength in the suit, : lead of fourth best leaves such uncertain during the early part and. Hence, it may be fairly that there is not much to it one the other; this bears out the that when doctors disagree, both y be justified in their opinions.— *ish*" [*L. A.*], *Scribner's Maga- r, 1897.*

st published hand in which ace stead of king, for the declared of showing five in suit, as dis- ated by the notes accompanying . appeared in the *Westminster* November, 1869. Here it is, the ie turned by West, North to lead:

est.	North.	East.	South.
3	♠ A	♠ 10	♠ 5
3	♠ K	♠ Q	♠ 2
A	♡ Q	♡ 2	♡ 4
A ♣	4 ♣	2 ♣	9 ♣
2 ♣	5 ♣	3 ♣	K ♣
O	♡ 3	♡ 6	♡ J
9	6 ♣	♡ 7	♡ K
5 ◇	♠ 9	♡ 8	♠ 7
3 ♣	7 ◇	7 ♣	♡ 5
O ♣	♠ J	3 ◇	♠ 6
I ♣	♠ 4	4 ◇	2 ◇
I ◇	9 ◇	10 ◇	A ◇
C ◇	8 ◇	6 ◇	Q ◇

re: N and S, 9: E and W, 4.

The information given by North's leads should have enabled East to save a trick by refusing to trump at trick eight; be cause if North had five spades, South has only one more.

See also answers to correspondents, explaining the reason for leading the king only when the suit contains less than five cards (July, 1868, p. 45; August, 1869, p. 63). Later numbers of the *Westminster Papers* seem to indicate that the system of showing number was of no value and was abandoned.—*R. F. Foster* [*S. O.*], *Whist, October, 1897.*

ACE-KING.—In an original lead from a long suit containing ace and king, the orthodox practice was to play out the king first, then the ace, for reasons well considered and well known. But, in 1888, Cavendish proposed to adhere to this only for a suit of four; if it was longer, this fact was to be intimated to the partner by beginning with an ace and following with a king.—*William Pole* [*L. A.+*], "*Evolution of Whist.*"

I ignore the so-called American leads of ace from ace, king, and three or more, and of queen from king, queen, and three or more. These are theoretically plausible, but practically tend to cause temporary doubt and confusion. In the first place, if the ace be trumped in the first round, as will happen occasionally, the partner of the leader is left in doubt as to where the king is. In the second place, there are other leads commencing with the queen, and it is simpler to keep them. The object of these leads is to induce the partner to unblock: this, even with the best of intentions, he is not always able to effect.—*W. M. Deane* [*L. A.+*], "*Letters on Whist,*" *1894.*

Cavendish, in a letter to Theodore Schwarz, published in *Whist* for February, 1893, gives the history of the change in the lead as follows: "You ask me for a history of the lead of ace, from ace, king, and more than two small; and of queen, from king, queen, and more than two small. I have much pleasure in complying with your request. When the maxims of American leads were first formulated by Mr. Trist, I saw that the information given by these leads (the maxims being taken for granted) must result in a modification of the play of the third hand for unblocking purposes when he holds four cards exactly of the suit originally led.

"I thereupon set to work to make an analysis of all the cases in which the third hand should begin to unblock on the first round of his partner's suit, a high card being led originally.

"I came to this very remarkable conclusion, that when ace, queen, knave, or ten is led originally, the third hand, holding four of the suit exactly, should always retain his lowest card on the first and

second rounds; but that, when king is led originally the third hand should not attempt to unblock by retaining his lowest card on the first round. The exception as regards the king seemed to me to be very strange, and I sought for an explanation, and, after some trouble, I got it.

"The explanation is this: When ace, queen, knave, or ten is led originally, a certain amount of strength is declared. The high card (ace) declares ace, queen, knave, etc., or at least five in suit. The queen declares at least knave and ten. The knave declares king queen, and at least five, or a quart major. The ten declares at least king and knave. In none of these cases (with rare exceptions) can the third hand lose anything by unblocking tactics.

"But king, led originally, only declares either ace or queen (or possibly both). King may, therefore, be accompanied by only one other high card and two small ones. In every other case at least five in suit are declared, or if not, then at least two other high cards of the suit remaining in the leader's hand.

"For a time I submitted to this conclusion, that king, led originally, is the high card of least information and that, therefore, unblocking tactics must be surrendered when king is led originally, whatever number of cards the leader may hold in his suit. But I was not satisfied. I argued with myself: 'Why should I lead the high card of least information and so prevent my partner from unblocking when I hold more than four of the suit?' When I have five (or more) and my partner has four exactly that is just the combination with which I want him to unblock. I therefore proposed the leads [illegible] from ace, king, more than two small, and of queen from king queen, more than two small, giving in detail the various advantages and disadvantages, and [illegible] my readers to choose between the two. After several years' experience, I [illegible] the conclusion that the leads I proposed are of much use to players who take the trouble to unblock and to count the cards. I have, therefore, now made these leads a substantive part of my work on whist.

"I should state that, before proposing these leads in print, I submitted them to Mr. [illegible] with all the [illegible] and [illegible], and that Mr. Trist fully approved of them.

Admission to Clubs.—The admission of uncongenial players, and especially of persons who persist in playing bumblepuppy instead of whist, has been the cause of the dissolution of many whist clubs. Great care should be exercised in admitting candidates to membership, and the plan upon which the Manhattan Whist Club, of New York City, has recently been organized, cannot be too highly recommended. This organization is devoted exclusively to whist. Its certificate of incorporation states its objects as follows: "The promotion and encouragement of the study and play of scientific whist." The constitution provides that the membership committee shall inquire as rigidly into the candidate's skill as a whist player as they do into his personal character. If any doubt exists as to his ability as a player, the matter must be determined by a careful examination and observation of his play at duplicate whist. R. F. Foster, the well-known whist teacher and author, is secretary of this club, and we have no doubt he had much to do with the formulation of its excellent rules and regulations. New York has also a new whist club for ladies, modeled on the plan of the Manhattan Club.

That the example of the Manhattan Whist Club is not, as yet, very generally known or followed, seems to be indicated by the following questions and answers appearing in *Whist* of July, 1897:

(1) Is it customary to require applicants for whist club membership to pass an examination on the fundamental rules?

(2) If not, what method is in use?

(3) If examinations are advisable, are the whist teachers who are members of the club usually put upon the board?

(4) If players are classified, by whom is the classification made?

Answers: (1) No, examinations are not customary. The mere fact of application for membership is presumptive evidence that the applicant plays the game.

(2) The same that is generally used in all clubs that are formed for social purposes.

f you have any whist teachers
your members, put them on the
by all means. It is decidedly for
efit of the club to do so.

ny system of classification is un-
ry. If scores are kept, the players
ickly, and accurately, classify
ives better than any arbitrary
could do.

Whist for October, 1897, how-
he organization of the Capitol
Club, of Washington, D. C.,
nounced. It is a woman's
and is presided over by Mrs.
, wife of Dr. George Walls,
fame as a whist-player is
stablished. With a view to
aining a high standard of
n this club, applicants for ad-
on are required to pass an ex-
ation by experts.

ersaries.—The players sit-
to your right and left; the
opponents who play against
elf and partner. In "Mort"
French form of dummy) the
"adversaries" is used exclu-
to indicate the two players
re opposed to the *mort* (dead
or dummy) and *vivant* (the
hand, dummy's partner).
ord "opponents" is used in
her cases where opposition is
ated.

ersary's Game, Playing
–Playing a losing game
gh carelessness, recklessness,
norance; employing a line of
gy unsuited to your hand and
ned to benefit the adversaries.

ist, therefore, it is true that one
se of trumps is to extract trumps
he adversaries, and thus to make
wn or your partner's long suit, yet
st be careful that in this endeavor
not play the adversary's game,
hilst you are extracting his trumps,
own are also extracted, and you
y your own act disarmed yourself
ur partner, and left the adversaries
mmand of the trump suit: that is,
he remaining trump and a long suit
ng in.—*A. W. Drayson* [*L+A+*], *Art of Practical Whist.*"

Adverse Lead.—The lead of a suit, command of which is held by your adversaries.

Adverse Trick.—A trick which, at that stage of the round, or upon final play, belongs to your opponents.

Advice for Beginners.—Avoid all mannerisms in play.

Always return partner's trump lead.

Be careful to play the correct leads.

Silence is golden—especially in whist.

Don't gloat over your opponents' defeat.

Sort and count your cards before playing.

Observe how many times a suit goes round.

Don't ignore the value of the small cards.

Don't play false cards; win without deception.

Count your hand before the first card is played.

Remember the suit originally led by each player.

Play your own and partner's hand combined.

Get rid of the command of partner's strong suit.

If you must discuss the play, do it between deals.

Force opponents when they signal or lead trumps.

Lead to the weakness of your right-hand adversary.

Never throw your hand down before it is played out.

Avoid changing suits unless there is good reason for so doing.

First learn the rules; then learn when you may break them.

Do not refuse to win a trick unless sure of gaining by the play.

Don't speak as if your ill-luck were entirely due to your partner.

Pay penalties cheerfully and resolve to be more careful next time.

Avoid banging the cards on the table; you are not playing baseball.

Don't criticise your neighbor's play or call attention to his mistakes.

Watch the signals of opponents as well as of your partner, as far as possible.

Return partner the highest of his suit from three, and the lowest from four.

Play, if possible, against better players than yourself, and learn from them.

Watch the fall of the cards, and remember which high cards have been played.

Be philosophical; take a weak hand and play it just as you would a strong one.

Don't hesitate in playing. You may convey information thereby to your opponents.

Count each trump as played, so that you may know how many are still out at any stage of the game.

Refuse to play for stakes, however small. Whist is worth playing for its own sake, without any money incentive.

Don't lead from weak trumps simply because you have a strong plain suit; you may strengthen your adversaries' hands thereby.

Bear in mind the state of the score. If you only want one trick, take the safest way of making it; if several, risk a bold game to obtain them.

Age.—The eldest hand; the first player to the left of the dealer.

Aggressive Game.—A game in which the opponents are put upon the defensive; a great game.

When trumps are declared in your favor, you play an aggressive game, fearlessly weakening your weak suits and keeping your long suits intact.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

"Albany Lead."—A conventional and commonly accepted lead in America, whereby a player indicates exactly four trumps without playing them. It consists in throwing a strengthening card, such as queen and a small one, or jack and a smaller one, and letting your partner take the initiative if he desires to do so. Popularly so called because it was supposed to have originated with the players of the Albany Club, of Albany, N. Y. This, however, is a mistake, although this club brought it into prominence by its play.

There is nothing new in the lead of a strengthening card from a weak hand, but the players of the Albany Club make it a rule *never* to open with such a card, holding less than four trumps. With three trumps or less they prefer to open a four-card suit, although it contains no high card. That is why we have termed this play the "Albany lead," as it invariably shows four trumps.—*Robert H. Weems* [*L. A.*].

The "Albany lead" is another method of showing trump strength. When the original leader begins with a strengthening card, it is assumed to be the top of three, and that he has no four-card suit in his hand but the trumps, therefore he has four trumps. The lead • • • is usually taken as an indication of great weakness in plain suits, for if there were any good winning cards in the short suits the leader would probably proceed to make them while in the lead.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Mr. J. T. Mitchell spoke of this being an old Milwaukee lead, and I have good Milwaukee authority for stating that this was first introduced into the Milwaukee Club by Mr. Rheinart, and that the latter got it from Deschapelles. The question then arises, is this a good or bad lead? I think that answer depends largely upon the character of one's hand. Deschapelles was pronounced by Clay to be far and away the best whist-player that ever lived, and anything that originated with him or was practiced by him must certainly have some merit.—*Theodore Schwarz* [*L. A.*].

The lead is not generally recognized by the text-books as having become a recognized conventional play (although

and Foster mention the play) and
ct may account for the wide diver-
views concerning this lead. As
derstand the history of the play, it
rst used to show exactly four
s and three three-card suits, and
sorted to by players who were
to leading from only four trumps,
holding no suit. The play as origi-
was confined to the lead of the
en, or nine, on the theory that the
larity of the lead would, in most
be apparent on the first round,
from the drop, or the cards that
r might hold in the suit. We think
ld be dangerous to extend it below
ie or above the queen, for it would
e likely to be very misleading.—
s *M. Paine* [*L. A.*], *Whist, October*,

n, Miss Bessie E.—A very
sful whist-teacher and player.
a native of Milwaukee, and
e inclined to whist by inher-
, her father, "Uncle Dick
," one of the best-known mem-
f the Milwaukee Whist Club,
g been for many years an
at the game, playing it con-
y in his family. Obliged
to be "fourth hand" at home,
nterest was aroused. Her
for the game being per-
l, her father assisted and en-
ged her. Her instruction was
ly at home. A writer in the
nown ladies' journal, *Vogue*,
nuary, 1897, gives the follow-
nteresting particulars concern-
liss Allen's whist career:
1893 'Cavendish' visited Mil-
ee, and on becoming ac-
ted with Miss Allen's style of
invited her to be his partner
tire evening, against all chal-
rs, an honor up to that time
accorded to any lady in this
ry. In 1895 she attended the
Whist Congress in Minneapo-
here, by her brilliant play,
arned the title of the Whist
ess, by which her friends and
hist world know her. In 1896
Allen attended the Sixth
t Congress in Brooklyn, add-
ing to her reputation and firmly establishing her right to be called Whist Empress. Miss Allen's game is brilliant, and often original. She is quick to detect her partner's plan, and alert to assist him. Her memory is perfect, her judgment almost faultless. Yet she is modest and deferential to her partner, is free from irritation, and never finds fault. Miss Allen has taught the game in Milwaukee, and in Flint and Detroit, Michigan, and has been compelled from lack of time to refuse classes in other places."

Miss Allen is a conscientious and intelligent teacher, and has a rare gift of imparting the science of whist. With beginners she is arbitrary, though with her "perception" scholars she explains the opportunities of the "advanced game," bringing into use the strategy and finesse of the finest play. She is domestic in her habits and retiring in her disposition, and for some years has been the head of her father's family.

In 1897 Miss Allen devised a pack of "Whist Quiz Cards," by means of which beginners may be drilled in the leads and other essential features of whist. There are fifty cards in each pack, and on one side of each card queries are printed, which one is expected to answer, the correct reply being printed for purposes of comparison on the other side. Rules are given for using the cards as in a game, which can be played by any number of people.

Allison, James.—The inventor of an important improvement in duplicate whist; born in Glasgow, Scotland, February 21, 1848, where he is now engaged in business as a merchant, at 48 Bedford street. He first became interested in whist in 1880, and in 1886 assisted as one of

the "sorters" in a duplicate match between eight players of his club, the Carleton. The old method employed by "Cavendish" and his friends in 1857 was used, but it was very slow and cumbersome work, and nettled Mr. Allison when he found that the "sorters" could not keep up with the players. Soon thereafter he devised his method by which the hands were kept separate as they were played, and the necessity of registering and re-sorting them was done away with. Each player was now required to play his cards, not in the centre of the table, but in front of and near himself, cards of tricks won being placed perpendicularly, and cards of tricks lost horizontally. After scoring, each player took his cards, shuffled them a little, and left them lying at his place, ready for the overplay. No trays were used, the players of one table exchanging places with those at the other table. The new system was first used in a public match at Glasgow, on April 16, 1888, by two teams of four from the Carleton and Wanderers' Clubs. Its success caused its immediate adoption in America, where the play was further improved by John T. Mitchell and others. (See, "Duplicate Whist, History of.")

American and English Laws.—The principal points of difference between the English whist laws and those adopted by the American Whist League, and accepted as representatively American, are as follows: The American laws do away with the scoring of honors, and also do away with "singles," "doubles," and the rubber. The game is made seven points, instead of five. Stakes are abolished. It is not permitted to ask partner whether he has any of a suit which he renounces. Silence is promoted as an important factor in th The penalty for leading out is reduced from the double of a call or lead to the sin alty of a lead, and the pe a revoke is reduced from two tricks to be taken from voking side. No one is all examine a trick after it turned and quitted. In t lish code there are ninety-o in the American code bu nine. This is exclusive of of duplicate whist, howe latter are not recognized English code at all, being paratively recent origin.

The laws in both countries a identical; the few differences ma Americans are, in my opinion, every case, improvements.—*A. son* [*L + A*].

They [the Americans] have piled a new code of laws wh enormous improvement upon t lar jumble of laws, definitions, trary decisions under which tently writhe.—"*Pembridge*" [*L*

In course of time American abolished the rubber, best games, and the score of honor tuting single games without This must be allowed to be a s tion and an improvement; it is things that America has done But, in abolishing points also th seems to the writer to have be wrong direction. A score of p better test of skill, in the long a score of games.—"*Cavendish*" *in Scribner's Monthly*, 1876.

American Code.—See, of Whist, American Code."

American Game, The.— as played in America, fun tally the same as that pl England from the earliest but with certain changes i provements which English players have been slow to ad fact, some of the changes— that by which the points of t are made seven instead

not counting—have obtained
r no encouragement in the
ative mother country. Aside
e above, and the American
luplicate play, and other
, the American game is dis-
ied by important differences
aws of whist, as adopted by
ierican Whist League, and
ed in by American play-
ierally. (See, "American
"American Whist," "Eng-
Whist in," and "Laws of
")

erica short whist has by no
een generally adopted. Regular
st, ten up, is, indeed, but little
but long whist, seven up—that
ut honors—is so generally played
ountry that it is quite properly
merican whist.—*R. H. Rhein-Whist Scores and Card Table* 87.

Cavendish"] has repeatedly de-
at there is no sort of comparison
ade between the European and
n players—the latter possessing
l quality of excellence which is
nknown here—or which, at any
as been the habit to attribute
exceptional persons like Des-
, appearing once in an age.—*Pole* [*L. A*+], "*Evolution of*

xcitement consequent on the
matches, and the preliminary
required for any chance of
the more important prizes pre-
by the League, cause the game
rnestly studied. The outcome
arnestness is that, at the pres-
nent, there are more and better
in the United States than in any
untry. And, be it observed in
on, whist as now played in
is as big an advance on the
thirty years since, as that was
ame of Hoyle and of the Crown
House.—"*Cavendish*" [*L. A.*], *Sept., 1897.*

whist was played in America ac-
to the old method, honors count-
il the middle of this century. In
of 1857, when the Ohio Life and
mpany of Cincinnati made one
ost disastrous failures of the dec-
arty of gentlemen at the Tre-
ouse, Chicago, solaced their grief
rtune by a game of whist. The
ame very interesting, and lasted
ours. For the first time within
er's knowledge, honors were not counted; and after that date the players made the game of seven points the game of long whist.—*G. W. Peltes* [*L. A. P.*], "*American Whist Illustrated.*"

It is contrary to the general principle of counting, in any game of cards, that more tricks can be made in one hand than are necessary to win the game. This principle was acted upon in the original count in whist, which consisted of ten points—four by honors and six by cards—the most possible, for the game in its incipiency was played with forty-eight cards, the four deuces being withdrawn from the pack. The points were afterwards arbitrarily reduced to five. * * * In the game of seven points, single games, and not rubbers, are played, and the losers get credit for any points which they may have won; for instance, with four scored, they lose but three. This is somewhat analogous in its result to the English method of scoring. The seven-point game has the advantage of being shorter than the rubber, consequently the players who are out have not so long to wait before cutting in. Again, that game is akin to long whist, which Clay, "Cavendish," and other authorities pronounce to be a superior game to short whist.—*N. B. Trist* [*L. A.*], *Letter to First Congress of the A. W. L.*

We learn [from "Cavendish"] that in the ordinary American social clubs, where whist is not the chief object, but is merely an accidental recreation, it is customary to play, not rubbers, but single games, in which five is the winning score. The points are gained by tricks only, honors not counting at all. The stakes vary from one or two to five dollars per game, and when five points are scored by either party the game is won, no allowance being made for any points that have been scored on the opposite side. Thus, when I and my partner have scored, say four, if the other party make five, our four are entirely lost, doing us no good at all. [In the English rubber they are counted on the next game.] In the whist clubs proper, however, established for whist only (and generally known as League clubs), a different form of scoring is used. In this, also, honors do not count; the only score is by tricks, each trick above six counting one. Single games are played, the winning score being *seven;* the value of the game is determined by deducting the loser's score from seven. The reason for choosing the number seven is that this is the maximum which can be obtained in one hand. In these clubs, although money stakes are not forbidden, it is unusual to play for money, as the executive of the League wish that the play should be for the love of the game alone.—*William Pole* [*L. A*+], "*Evolution of Whist.*"

American Leader.—One who employs American leads in his play; an advocate of American leads.

American Leads.—A system of leads at whist devised by Nicholas Browse Trist, of New Orleans, and Henry Jones ("Cavendish"), of England, and named American leads by the latter in honor of Mr. Trist's native land. Both had been working in the same direction for some time, in their efforts to improve the old-style game, by taking previous suggestions and plays, adding many new ones, and remodeling and systematizing the whole in a simple, lucid, and easily understood manner. They corresponded frequently, and arrived almost simultaneously at the same conclusions in regard to some of the principal features of the new leads; "but," says "Cavendish" in a letter published in *Whist* of March, 1893, in speaking of the time "when the American system of leading from high cards" was first mooted by Mr. Trist and himself, "I think N. B. T. was a little bit in front." A complete history of the leads will be found in another article (see, "American Leads, History of"), to which is added the testimony of "Cavendish," Foster, Pettes, and Trist concerning them. Another article tells of the changes which have been proposed, and another treats of the objections which the opponents of the leads have urged against them. Opinions on both sides are freely quoted, in order that as fair a presentation of the subject as possible may be made.

American leads are designed to indicate number as well as character in suit, so as to enable partner to form an accurate idea concerning the same, as well as to estimate with some degree of probability what cards are held in suits other than the one led. America are one of the distinguishin ures of whist as played in ica. Even those who are o to them, or wedded to t leads, are obliged to recogn teach them as well as the theories; and portions of th theory—especially the trump and the use of the phrase " best" instead of "antep mate," etc.—find universal ance in this country and in countries as well. America are sometimes also called ' ber-showing Leads," "The matory Game," and the " ing Game" (*q. v.*).

The first step toward corr scientific play is a thorough edge of these leads. By their legitimate information is excl between partners, so that in t fection of observation and p both hands may be prac played as one. A table of the pal leads, showing first and s round play to complete the or information in each c given below. This table w sonally approved by the l advocates of the American l 1894, and showed the play th versally followed. Since th eral changes have been propos accepted by many of the bes ers, although "Cavendish" a both adhere to the system a nally promulgated by them. "American Leads, Change The following explanations abbreviations used in the ta made for the benefit of the n

A stands for ace; K, for king queen; J, for jack; T, for ten.

H indicates the highest card in

L indicates the lowest card in a

P indicates the original fou card, counting from the highest.

A. This style of letter indica lead or play.

A. This style of letter indica lead or play on second round.

In the column under "Cards at head of suit" will be found the various combinations from which the leads are made, as follows:

PLAIN SUITS. Cards at head of suit.	NUMBER OF CARDS IN SUIT. 7	6	5	4	3
A K Q J	J Q	J K	J A	K J	
A K Q	Q K	Q K	Q A	K Q	K Q
A K	A K	A K	A K	K A	K A
A Q J T	A J	A J	A J	A T	
A Q J	A J	A J	A J	A Q	A Q
A	A F	A F	A F	F A	L A
K Q J T	J Q	J Q	J K	K T	
K Q J	J Q	J Q	J K	K J	K Q
K Q	Q [2]	Q [2]	Q [2]	K [1]	K Q
K J T	T [3]	T [3]	T [3]	T [3]	T K
K	F [4]	F [4]	F [4]	F [4]	L [4]
Q J T 9	Q T	Q T	Q T	Q 9	
Q J T	Q T	Q T	Q T	Q J	Q J
Q J	F [5]	F [5]	F [5]	F [5]	Q J
Q	F [6]	F [6]	F [6]	F [6]	L [6]
Any lower cards.	F [6]	F [6]	F [6]	F [6]	H L

SPECIAL TRUMP SUIT LEADS.

A K J	A K	A K	A K	K A	K A
A K	A K	F K	F K	F K	K A
A	A F	F A	F A	F A	L A
K Q T	Q [2]	Q [2]	Q [2]	K [1]	K Q
K Q	Q [2]	F Q	F Q	F K	K Q

In all other cases, trump leads are the same as in plain suits.

[1] If K wins, lead original *F*, otherwise *Q*.
[2] If Q wins, lead *F* remaining, otherwise *K*.
[3] If T wins, lead *F*; if Q falls, lead K to show four, *J* to show five; if A falls, lead *K*.
[4] If A falls, lead *K*, otherwise *L*.
[5] If A or K falls, lead *Q*, otherwise *L*.
[6] *H* or *L* according to fall of cards.

American leads have revolutionized the game, and the changes have all been in the direction of simplification.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

If it were allowable to exercise some judgment in using these leads, they might not be open to so many objections; but they are worse than useless unless the partner can depend on their being uniformly adopted.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The new, or American leads, are at times wonderfully effective in assisting a player to read his partner's hand, but there are times when they leave him utterly in the dark on the all-important first round, and do not give as much information as the old leads would under the same circumstances.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

The changes in the [old] leads by the new system are not so many or so great as is sometimes supposed, and being in the direction of simplicity, and based on a principle which is of quite general application, ought not to be confusing. By the old system, the king led indicated nothing as to the number in suit. Now, it always means four, at most; and the ace or queen is led, instead of king, from suits of five or more.—*Fisher Ames* [*L. A.*], "*A Practical Guide to Whist.*"

The most notable contest has been between the advocates of the various systems of leads. It has proven a long and arduous discussion, which, at the present writing, is still being carried on, although any one, viewing the whole situation from an unprejudiced standpoint, must at present, of necessity, admit that much the largest of the expert opinion of the country has declared in favor of the system commonly called American leads.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

The penultimate of "Cavendish" advised simply that there was a card remaining in the hand *lower* than that led, no matter how many higher. The American lead [of fourth best] informs that there are exactly three cards *higher* than the card led, no matter how many lower. The second lead from the penultimate play gave no indication of the quality or number of high cards left. The second lead by the American play gives information of both.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

The first maxim of the American leads is: When you open a suit with a low card, lead your fourth best. The second maxim laid down by American leads may be thus stated: When you open a strong suit with a high card, and next lead a low card, lead your fourth best, counting from and including the card first led. The third maxim of the American leads: When you open a strong suit with a high card, and remain with two high indifferent cards, lead the higher if you opened a suit of four, the lower if you opened a suit of five.—"*Cavendish*" [*L. A.*], "*Whist Developments*" (*fourth edition, 1891*).

The American leads have now become of a more intricate character, but though they are adopted in most of the London clubs by some of the leading authorities on whist they have not yet come into general use by the majority of players. Many of them require long and elaborate explanation and the older hands, who are still a majority in number, have not learnt to appreciate their value. The world of whist is passing through a period of transition, and in a few years many principles which are now accepted with doubt, or even openly rejected, may have been numbered among the indisputable axioms of the game.—*W. P. Courtney* [*L. O.*], "*English Whist and Whist Player*," *1894*.

It was natural that when the system of American leads was proposed in England the opposition to its adoption should be violent and sincere. * * * There were, there are, obstinate objectors. * * * They say the game is complicated. * * * They do not tell wherein, since the American system requires only, or that the leader hold exactly three cards higher than the low card led; or that if he leads a high card and then a low one, he has exactly two cards higher than his second lead; and or that having led a high card, when following with another high one he plays the highest of two equally good if he has but four cards of the suit and the lowest of the two if he has five. * * * This most admirable system of American leads may be used to greatest advantage by players of American and English whist, the objections to it being invalid, it must come into universal use.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

I adhere strongly as ever, perhaps even more strongly, to the opinion that arbitrary ways of giving information, American leads included are opposed to the true spirit of the game and tend with an ever increasing force to spoil it as an intellectual amusement. Not only does the strain on the attention to petty details which would otherwise have no importance, make playing more of a task than a game, but it prevents the mass of players from noting the broader features of the play, and they become mere book-players, trusting to their memory of all they have learned by heart. They are slaves to the rules instead of being their masters. With rules of play as in Clay and the earlier editions of "Cavendish," which were purely rational, an intelligent player could easily master the reasons and see when they no longer applied; but with arbitrary rules of play he cannot do so, and he must either adopt them or deceive his partner.—"*Mogul*" [*L. O.*], *Extract from letter, August 14, 1897*.

During the last twenty years the practice of whist-players has undergone considerable modification. The discard from the strong suit (on adverse declaration of command of trumps), the lead of the penultimate (from suits of more than four cards), the echo of the call for trumps, and variations in the mode of leading from certain combinations of high cards, have been introduced at various times, and have met with the approval of the great majority of good players. Recently, still further advances have been made. The leads of the lowest from suits of four cards, and of the penultimate from suits of five cards, have been shown to be merely part of a general law which requires the lead of the *fourth best* card when a strong suit is opened with a low card; and the same law requires as a corollary, the lead of the *fourth best* on the second round (counting from the card first led), when a high card is led followed by a low card of the same suit. Also it has been seen that the practice, which has obtained when leading from certain combinations of high *indifferent* cards is capable of generalization, which brings leads from high cards, as well as from low ones, under uniform rules.—"*Cavendish*" [*L. A.*], "*Whist Developments*," *1895*.

American Leads, Changes in.—During several years past there has been considerable discussion over a number of changes which have been proposed in the American leads. In fact, from their very adoption, these leads have been the subject of criticisms and suggestions, among the most radical modifications being those practiced and advocated by the late George W. Pettes (*q. v.*). These did not meet with any extended acceptance, and have fallen

use. But other suggested ements have received more and general attention, es- r those known as the Hamil- difications (see, "Hamilton), originated and practiced ton C. Work and his asso- on the famous Hamilton rom which they derive their The idea of Mr. Work and his aes is to remove from the an leads what is by many red an objectionable feature, , the uncertainty in the lead :n, that card being led from ifferent combinations—ace, ueen, more than four in suit; ueen, more than four in suit; een, jack, ten, four or more

rder to simplify the queen he Hamiltons abolished the the queen from queen, jack, l substituted in its place the f the ten. In order to do y were obliged to take away epted lead of ten from the ack, ten combination, which id, by substituting for the the latter case, the common the fourth best.

solves the difficulty, and way with the previous un- y of the queen lead, so that hat card is led, and forces , partner knows you have nd of the suit with king. act your partner cannot be . if the queen is led from :ing, queen, and three or nall cards, and from queen, :n, and others. The Hamil- ds—or, more strictly, the on modifications of Ameri- ls—have met with very large nce in America, and it is by ought not improbable that, e future day, they may be ly incorporated in the sys- American leads. Among leading players who have given them their endorsement, are C. D. P. Hamilton, John T. Mitchell, and P. J. Tormey. The latter two have also accepted another change, which consists in substituting for the lead of king that of queen, in suits headed by ace, king, queen, jack; or ace, king, queen. This was first suggested by R. F. Foster, in *Whist* for July, 1895, when he said: "Suppose that we say that it is pretty generally agreed that the fourth best is a good lead from king, jack, ten, and others, and that the ten is the best lead from queen, jack, ten, with or without others, as it reduces the present confusion of the queen leads, why is not the queen a good lead from ace, king, queen, jack, and others? Such a lead would be about the same change as that from ten to jack, from king, queen, jack, ten; would not materially affect the meaning of a queen lead, and would restore to the jack that very valuable and absolute denial of the ace in the leader's hand. Second rounds might be: Queen, then ace with five; queen, then king with six; queen, then jack with seven or more. A very careful analysis, just finished, of all published hands, and the one hundred and twelve of the correspondence tourney, prompts this suggestion."

In the New York *Sun* of March 1, 1896, Mr. Foster argued further in behalf of the proposed lead of queen from ace, king, queen, jack, and others: "This would," said he, "restore to the jack its old value as a card absolutely denying the ace, and warning partner, if he did not hold it, that it was held up. The queen would then be led from two combinations only: one with and one without the ace, but always with the king, and at least three others in the suit."

Mr. Tormey, in 1896, published

in his "Whist Don'ts," a table of leads containing the various changes agreed upon by Mr. Mitchell and himself, as follows:

Suits Headed by				Number of Cards in Suit. 4	5	6	7
1. A	K	Q	J	Q A	Q K	Q J	Q J
2. A	K	Q	O	Q A	Q K	Q K	Q K
3. A	K	O	O	A K	A K	A K	A K
4. A	Q	J	10	A 10	A J	A J	A J
5. A	Q	J	O	A Q	A J	A J	A J
6. A	Q	O	O	4th best	4th best	4th best	A 4th
7. A	O	O	O	4th best	4th best	4th best	A 4th
8. K	Q	J	10	J K	J Q	J 10	J 10
9. K	Q	J	O	J K	J Q	J Q	J Q
10. K	Q	O	O	K 4th	K 4th	K 4th	K 4th
11. K	J	10	O	4th best	4th best	4th best	4th best
12. Q	J	10	O	10 Q	10 J	10 J	10 J

Trump leads are the same as plain suits, excepting Nos. 3 and 10 combinations.

No. 3 combination, lead fourth best with four, five or six in suit; with seven in suit, lead same as plain suit.

No. 10 combination, with king, queen, ten [illegible] four or more in suit [illegible] seven in suit, then lead king, same as plain suit.

Ace-lead.—The lead of ace does not proclaim [illegible] from ace, king, [illegible] The [illegible] the story.

King-lead.—The lead of king always says "I [illegible] the queen, four or more in suit, [illegible] the [illegible] jack."

Queen-lead.—The lead of queen says: "I hold king and ace, four or more in suit."

Jack-lead.—The lead of jack proclaims queen and king, four or more in suit, and denies the ace.

Ten-lead.—The lead of ten proclaims jack and queen, four or more in suit, and denies the king and ace.

Mr. Mitchell, in a letter published in *Whist* for September, 1896, says of the changes embraced in the above table:

"Now that the adoption of the ten-lead from queen, knave, ten, has become almost general, and in view of the fact that the knave is considered the proper lead from king, queen, knave, and the queen the proper lead from ace, king, queen, it seems to me that the committee which was appointed at the last congress to formulate a code of leads and follows for recommendation to the League should consider the advisability of revising the table of American leads in conformity with a general rule, such as the following:

"With three or more cards in sequence, the lowest of which is not below the ten, lead the third from the top.

"With only two honors in sequence, both higher than the knave, lead the higher. With ace, queen, knave, lead ace; follow with queen to show four, knave to show five or more.

"Without any high-card holding as good as either of the above, lead your fourth-best card.

"If the above rule was adopted, it would do away with the ten-lead from king, knave, ten, and the ace-lead from ace and four or more small; but, as these leads have virtually been abandoned already, the new rule would not interfere with the general mode of play in that respect. The new rule, however, would make a radical change in one respect, viz., in the lead of queen to show five or more in suit, and the lead of king to show exactly four; and that is where the principal objection to the proposed

change will come in. However, according to some authorities, whose opinion is shared by quite a number of experts, the number of small cards shown by a lead is not so important as the exact strength displayed, and there is no question as to the superiority of the proposed change in the latter respect.

"The lead of the ace would proclaim the king or queen, knave; the lead of the king would proclaim the queen; the queen would proclaim the king and ace; the knave would show the queen and king; and the ten, the knave and queen. Each of the high cards from the ace down to the ten, with the exception of the ace, would proclaim a certain holding, and, as the ace usually wins, the next lead would clear away all uncertainty in regard to that also.

"The high indifferent cards left in hand after the original lead could be used under the new system to show number of small cards in suit just the same as under the old, and the table of leads would not be altered much in this respect.

Holding.	Number Cards in Suit.		
	4 L. F.	5 L. F.	6 L. F.
A K Q J	Q A	Q K	Q J
A K Q	Q A	Q K	. . .
A K	A	A	. . .
A Q J	A Q	A J	. . .
K Q J 10	J K	J Q	J 10
K Q J	J K	J Q	. . .
K Q	K	K	. . .
Q J 10	10 Q	10 J	. . .

The Hamilton modifications (to say nothing of the other proposed changes) have thus far failed to receive the approval of the two leading authorities on American leads — Trist and "Cavendish" — although the latter has admitted their merits, while pointing out their disadvantages. (See, "Hamilton Leads.") Mr. Trist says, in a letter to *Whist* for February, 1895: "Would the added strength to the queen-lead brought about by the proposed change compensate for the complication it brings to the present ten-lead?" He adds: "I am ready to take the negative side of that question." In the issue of *Whist* for June, 1895, he says further, in his argument with Dr. Bond Stow, an ardent advocate of the changes: "He claims that it [the proposed new ten-lead] will affect another lead favorably—that is, it will free from ambiguity the present lead of the queen, which would then show five at least in suit and the holding of the king. To this I will answer that the showing of five cards by the first lead—excepting when knave is led—is of no practical advantage, because the unblocking is begun on the first round on all high cards led, except the king, the second round disclosing number and rank of cards. In the case of the queen as now led, the nature of the holding is often immediately made manifest, when third hand holds one of the three tell-tale cards, the king, knave, or ten, or when one of them falls from an adverse hand. Should neither contingency happen, the second lead settles the question in ample time for all useful purposes." In a letter under date of October 2, 1897, he adds:

"I am still of the opinion that the ten-lead, from king, jack, ten, is a much better one than the fourth best; therefore, I adhere to the old queen-leads, which do not bother

me a bit on account of their dual signification. I also prefer the present lead of jack from ace, king, queen, jack, five or more, to the queen, as proposed, because it possesses the considerable advantage of keeping the adversaries in the dark as to the position of the ace, if jack takes the trick—presuming, of course, that if either of them held the ace, he would have taken the trick—whilst, if jack denies the ace, it must be in third hand, a fact which it is better that the opponents should not know."

Other advocates of American leads have also placed themselves on record as opposed to the Hamilton modifications. W. S. Fenollosa, in *Whist* for May, 1896, says:

"In the March number I advanced some arguments to endeavor to show, from actual trick-making considerations, that it is unsafe to lead ten from queen, jack, ten, and others, except from a very long suit, and accordingly that the lead of queen from that combination is the correct one. The only objection ever urged against the latter lead is the inconvenience and confusion arising from the threefold character of the queen-leads. It has always seemed to me that this supposed difficulty was more imaginary than actual."

George L. Bunn, in the whist department of the St Paul *Globe*, says: "It is very rare indeed, in actual play, that there is any confusion arising from the two meanings of the queen-lead. The slight advantage gained by doing away with one of these meanings is, we think, not sufficient to compensate for what we consider the distinct loss in trick-taking, which comes from the abandonment of the ten-lead from king, jack, ten."

Fisher Ames, in *Whist* of February, 1897, sums up the situation as follows:

"I desire to place myself on record as opposed to the lead of the ten from queen, knave, ten, etc., and of the fourth best, or low card, from king, knave, ten, etc. Having experimented with these new leads for now about a year, I have not noticed any material advantage from them, but, on the contrary, a failure to clear the suit so quickly by them as by the leads according to the regular rule. This is especially so lately, now that covering by the second in hand player is so much more free and general than formerly. One may argue himself 'black in the face' that the ten-lead will be covered as often as the queen by second hand holding the king and two low, even though knowing the leader to lead the ten from queen, knave, ten, etc., but the fact is otherwise. It may, perhaps, be said that it isn't well to cover with the king in either case. That I admit; but it doesn't alter the fact. It is when second hand holds ace and low he hardly ever plays ace on the ten led, no matter what rule the leader adopts; for there is always a chance, and lately a good chance, that the ten is a supporting card; whereas, if the queen is led, second hand, holding ace and low, almost always covers, or holding king and low, generally covers. In short, the play of second hand is very different in actual practice from what it used to be.

"The same arguments apply to the lead of the ten from king, knave, ten, to wit, that the lead of the ten will clear up the suit better, on the average, than the lead of the fourth best. I need not amplify on this, as it seems to me a self-evident proposition. The possibility of second hand holding ace and queen isn't worth considering, it would

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Y.) *Post-Express, Oct. 24, 1896.*

American Leads, History of.—It would be absurd to claim that the American leads in their entirety are the marvelous product of one or two whist brains. These leads embrace to a large extent leads which are almost as old as whist itself; they are naturally grafted upon and preserve what is best in the parent tree. They are simply the outgrowth and systemization of informatory play. Information has always been conveyed by the fall of the cards at whist, but as the game developed it was deemed wise and good to add certain conventional plays, and to give them a meaning in card language that should be understood by all who would take the trouble to learn them. Lord Henry Bentinck's trump signal was the first great innovation of this kind, and marked a distinct era in the history of the game. Thirty years later, in 1865, Waller A. Lewis, better known in the whist world as "Cam," advanced the idea, in his "What to Lead," that small cards could be profitably used in conveying information aside from their employment in the trump signal. His proposition, that long suits which did not contain an honor be opened with the smallest card but one, in order to give partner information to that effect, met with some approval, but more opposition, and is now remembered only as an experiment. Among those who objected to it was a writer in the *Westminster Papers* for November, 1868, who thought his own proposed mode of leading the lowest of a sequence, in intermediate sequences, was more important. Thus, from king, six, five, four, two, he would lead the four.

All these, and similar discussions and proposals, seemed to make no permanent practical impression, until "Cavendish" brought the

force of his whist genius to bear upon the situation. His book, "The Principles of Whist," had long since given him a standing with whist-players the world over, and every succeeding edition gave fresh evidence of his progressiveness and aggressiveness as well. His keen insight into the very heart and mystery of the game, so to speak, and his ability to grasp and solve its greatest problems, made him the acknowledged leader and exponent of its latest improvements. The system which culminated in what is now popularly known as the American leads, had its real inception in a number of innovations proposed and advocated by him, and not the least of these was his famous "penultimate" lead from suits of five containing no high-card combination to lead from. This useful informatory device was incorporated by him in his book, in 1872, and met with general favor, although it caused no little discussion as well. The idea of leading the last but one from suits of five naturally suggested other variations, and among these was a proposition published in the *Westminster Papers* for January, 1875, that "while you ought to lead the lowest card in four-suits (*i. e.*, suits of four), you should lead the third from the top in five-suits." This was the first sprouting of the idea which was to figure so prominently in the American leads in a somewhat different and more comprehensive form as the fourth-best principle; but the suggestion of 1875 fell unheeded upon the ears of conservative England. Likewise unheeded was a notable improvement proposed by Colonel (now General) Drayson, in his "Art of Practical Whist," in 1879. The latter had ingeniously supplemented "Cavendish's" penultimate by the antepenultimate lead from suits o
Recognition of the value o
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In 1883, Mr. Trist conceive
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we make it understood that
in all cases of the leading of indifferent high cards, whether the general policy of trick-taking dictates it or not, the same rule shall apply?' He consulted 'Cavendish,' who warmly approved of the suggestion, and this at once was registered and widely adopted as another item of American leads."

After receiving all of Mr. Trist's suggestions, from time to time, "Cavendish" rounded out and finished the whole scheme, and energetically advocated it in public. He wrote, argued, discussed, answered questions and met objections in the *Field* and other periodicals. He also lectured on the subject of the new leads, and in the following year (1885) published his book entitled "Whist Developments, American Leads, and the Plain Suit Echo," which he dedicated to Mr. Trist, in honor of whose native land he had named the new system American leads. He described the leads at length, and laid down the following maxims in defining them: "1. When you open a suit with a low card, lead your fourth best. 2. On quitting the head of your suit, lead your original fourth best. [This maxim caused considerable discussion for several years, and "Cavendish" now prefers to say, lead the fourth best remaining in your hand, while Mr. Trist holds to it as first formulated.] 3. With two indifferent high cards, lead the higher if you opened a suit of four; the lower if you opened a suit of five."

Although the promulgation of the leads gave rise to controversy and much violent opposition, which has by no means subsided as yet, they have been accepted by the great majority of whist-players in America. They were duly incorporated, in 1886, by "Cavendish," in the edition of his "Laws and

Principles of Whist," as established rules of practice, and the American Whist League, at its first annual congress, in 1891, formally adopted them as the system that should rule in the interplay of League clubs.

AS TOLD BY "CAVENDISH."—Long before the system of American leads was thought of there were certain combinations of high cards led in a particular way, which showed more than four in suit in the leader's hand. The most notable, and perhaps the most ancient, of these, was the lead of king, from king, queen, knave, and one small card; the lead of knave, from king, queen, knave, and more than one small card. These leads are to be found in Hoyle, as early as 1742.

But little progress was made in the direction of imparting information of number, until I suggested that from ace, queen, knave, and one small, ace then queen should be led; that from ace, queen, knave, more than one small, ace then knave should be led.

This was originally proposed by me at the same County Club where the penultimate was first played (see *Whist* of January, 1894). A remarkably good player, my partner, led ace then queen from a very long suit, of which I had king and two small. I did not unblock, and the consequences were disastrous. My partner maintained that I should have played king on his queen. I maintained, if his suit was so long that he wished me to unblock, he should have followed the ace with the lowest of his queen-knave sequence. A discussion ensued (I wish I had noted the date), and after considering and analyzing the cases, I shortly after electrified the County Club players by announcing that, in future, from ace, queen, knave, more than four in suit, I should lead ace, then knave; and that from queen, knave, ten, more than four in suit, I should lead queen, then ten. This, I was informed, was another of my "dodges" for showing number, for which I was told later I had a "veritable craze."

I replied that the exhibition of number was only a collateral issue of such leads, the true principle being that if you want your partner to win the second round you should play the lowest of cards in sequence, such a card being a card of protection in case your partner is weak. This is invitation to him not to pass the trick unless such a play suits his hand; the reverse play is a distinct invitation to him not to win the trick. Now, as it happened, from my analysis, that I should seldom lose by inviting my partner to win my trick when I h the suit, but that I should ofte holding out the invitation to w twice over, with only four, I cluded only to make the winn when I had more than four originally.

Finally, I carried my point, these two leads, and also as re lead of knave, from knave, etc., now abandoned in plain s higher of two indifferent card second round, meant a maximu the lower, a minimum of five. the matter remained for a until Mr. Trist proposed to same rule of play to the lead o king, knave, ten, etc., on t round, when queen is forced o round. Then simultaneously (crossed on the Atlantic), we the rule: with two high indiffer lead the higher if you opened four cards; the lower if you o of more than four. The adv this policy, once pointed out, vious, that no serious oppos ever been offered to the above method of leading from high cards.

It also became obvious that o of a knave, from king, queen, k which shows five to start with, queen become high indiffere Hence, the second lead of king the original possession of fiv the second lead of queen eq claims the possession originall more.

Later on, the ace, king, queen to be reconsidered. It was fina that an original lead of queen, w the trick, shows your partner suit of more than four, provide not hold both ace and king. T king become high indiffere hence, queen followed by ace exactly; queen followed by k more than five.

It is not agreed that any gr tage results, as a rule, from sho than five. As I stated in the article (see *Whist* of January, of six or seven cards in most clare themselves from the cards. Still, it is advisable, i complete the system, and to cards can be made to talk, to i cases where more than five held. The most important enable partner to distinguish four and more than four.

The American system of leadi yet incomplete, as no provision made for the case of leading a and then a low one. Thus, fro four or more small, lead ace, t But which of the small ones

Mr. Trist and I set to work to
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combinations, and I find the
cons may be summed up as
The lead of the original fourth
ace, gives the third hand a
better chance of unblocking on
d round, than the lead of the
t of those remaining. On the
d, the lead of the original fourth
ace, gives the second hand a
better chance of finessing
ly on the second round, than
of the fourth best of those re-
n hand. Hence, what has to be
the relative advantage or dis-
of these possibilities to either
les. In my opinion, the balance
age to the leader and his part-
tily with the lead of the fourth
aining in hand after ace has

Mr. Whitfeld is of opinion that
perience is required; he favors
h of those remaining in hand,
the original fourth best; but
not feel sure that any but the
uld be led after the ace. Hence,
to the title of these articles, the
of American Leads," I cannot
his branch has as yet had an
beyond the origin of consider-
discussion.

st and I agree as to the best
ad on the second round, when
ed from king, queen, and three
mall cards and queen wins, only
the lead somewhat differently.
fourth best of those remaining

Mr. Trist leads the original
t, ignoring the king (which is
with the leader). Thus, from
en, ten, eight, five, two, we
th lead queen, then five.
ly unconsidered case, under
is that in which ten is led
, from king, knave, ten, etc.,
. The third hand must hold
ence, a small card has to be next
led from a four-card suit, I can-
me with the fourth best of those
g in hand, as I only have three.
ad my only low card, and can
formation as to number. I am
inclined to the view that if I had five originally, I should still lead the lowest, *i. e.*, the fourth of those remaining in hand, and not attempt to give evidence of number. With more than five originally, I don't think it is of much consequence which of the small cards I lead, but I am prepared to lead the fourth best of those remaining in hand, if I have four, and Mr. Trist and other authorities agree. The lead of ten, from king, knave, ten, etc., is exceptional, in that it defies classification with other leads, and the subsequent play also defies classification. —"*Cavendish*" [*L. A.*]. *Whist, Feb., 1895.*

As told by Foster.—"American leads," as they are called, may be divided into three parts, none of which originated in America: 1. The lead of the penultimate and antepenultimate. "Cam," about 1860, suggested the lead of the lowest but one, when holding suits of five or more, not headed by an honor. This was published in 1865. "Cavendish," in the *Field*, November, 1872, suggested the lead of the lowest but one from all suits of five or more when a high card was not led originally. Drayson, in 1879, for the first time, proposed the antepenultimate, stating that he had played it for several years previously. From an American player, N. B. Trist, came the suggestion to count from the top instead of the bottom. The idea had already been suggested in the *Westminster Papers*, eight years before (see vol. 7, p. 189, January, 1875). 2. The principle of long and short jumps, fully explained in F. W. M., pages 40 and 42. This has been so long a part of the game that it is not peculiar to any system of leads. It is given in early editions of "Cavendish" long before American leads were heard of. 3. The unwritten fourth rule of American leads, which involves the most radical changes in all leads from high-card combinations. In the fourth edition of ["Cavendish's"] "Whist Developments," pages 7 and 17, the first two rules are given, and the third on page 29, all in red ink; but the most important of all is in a two-line paragraph at the bottom of page 17. This hitherto unpublished fourth rule of American leads is as follows: "Never lead a king if you have more than four cards of the suit." This * * * is "Cavendish," pure and simple, with nothing American about it. For the sake of clearness, I have always called the system of leads which the adoption of this fourth rule entails, the anti-king leads.—*R. F. Foster* [*S. O.*]. "*Duplicate Whist and Whist Strategy*," *1894.*

As told by Pettes.—The history of American leads is as follows: Six years ago in April, an illustrated hand of whist, by "N. B. T.," of New Orleans, was printed in the London *Field*. In it,

A held ace, queen, knave, ten, seven, of a suit, and he led first ace, then ten. It was the germ of a revolutionary plan. "Cavendish" annotated the hand, and, as his comments clearly show, did not suspect the announcement of the fourth-best card. In June Mr. Trist printed another hand, in which A leads the original fourth best, and Z is made to lead first ace, then fourth best. Two weeks later "Lincoln's Inn" furnished a hand in which A leads first ace spades then two spades, holding three more, and Y, holding ace, king, queen, seven, six diamonds, plays ace, then king, then queen No adverse comment to either mode of play is editorially made. Mr. Trist, a few weeks later, in a letter to the *Field*, proposed that after the head of a suit had been quitted, the next lead should properly be the original fourth best, showing *exactly two cards higher*. "Cavendish" wrote that "to formulate such a rule would be more difficult than Mr. Trist expected." Mr. Trist printed his illustrated play of the original fourth best, in defense of his position, in May, 1884. That "Cavendish" had not at that date agreed to its supremacy is evident, for in June following "Cavendish" printed one of his own hands, leading the penultimate from a suit of seven cards.

Mr. Trist, having promulgated his plan of the leads of ace, then fourth best, and of original fourth best, and having clearly shown to the satisfaction of first-class players everywhere that his system was to supersede all others, printed his explanation of the manner in which the original leader, when he became second, third, or fourth player, should use his equal trick-making cards. He says: 'As some of your readers may not be familiar with the American rule, I state it as follows: 'On the second round of your suit which you originally led, if you remain with two high indifferent cards, both of which your partner can infer to be in your hand, play the higher if you opened a suit of four cards, the lower if a suit of five or more.'"

Meantime, while Mr. Trist was presenting his American leads, he was met by the most determined opposition. The vituperative articles he distilled in his mental alembic The following remarkable passage in one of his letters admits of no reply: "The great majority of players lack the quick perception which will enable them to take full advantage of the information imparted, but this is no reason why really first-rate players should be deprived of that information."

"Cavendish" and some others began to see that the American system of leads must displace that to which they were accustomed, and they frankly made known their opinions. But the jealousy against Mr. Trist crept out am of the English players. Som wanted that "Cavendish," beca previously used the penultima share the credit. But the edi *Field* would not have it so, a "N. B. T.": "Surely a man ceives a general principle of p on a higher pedestal than proposes a special course in stances."

One of the English player-v vocated the claim of "Cavend share in the authorship of leads, on the ground that he posed a knave from a queen, h in suit. The editor of the properly said to him: "You well credit Hoyle with the auth the American leads because, proposed the lead of knave f queen, knave, and two others." editor of the *Field* does not h state with emphasis: "The fo of a general principle of play proposed by N. B. T. To him extension to other cases, and of the generalization."

Mr. Trist gives "Cavendish praise for his assistance in th tion of his plans In a letter P.," Mr. Trist says: "It is a great satisfaction to me to see th can leads meet such hearty a And he adds: "'Cavendish' o accord has admirably analyze blocking system of the third he should have the credit, by h efforts in the *Field*, magazines ture-rooms, of getting Ameri adopted by the best players." blocking system is as old as F but its application in the very analysis in "Whist Developm on the part of "Cavendish," and, before the recent introduct "New Play," was well-nigh ex

The enmity to anything orig ever good, did not abate among lish players. On the twenty January, 1885, "Merry And ranged a hand which by the American leads might lose a t placing out of view the whole information given to partner upon leading the lowest card fr of six. On January 10, 1885, one of the "uncompromising b who "agree to nothing," whc sonal rights are paramount to a erations" (the quotations are of one of "Mogul's" contem determined not to acknowledge could be considered an innovat a plan that once having been proper, must be forever defende In the *Field* that A, holding qu eight, seven, four, two of a su

two. "Cavendish," who had erted to the new theory, en- to show him that even the sh" idea of the penultimate l not answer, but that the Amer- f the seven was the only proper ike.

lish" tells "Mogul," as "Mo- a, "with the tone of an abso- dictator, that the penultimate olished altogether—that it will a favor of the card of uniform- ourth best." "Mogul" says: lish' twits me with being, as y view, a minority of one, but proves his ignorance of the he players. Does he think his onstitute the entire world?"

letter of an American whist- quote: "The short-whist play- o have an idea that Hoyle pat- t, and that his patent having 'Cavendish' alone sells the ired article." And there are cry: "Hoyle is great, and h' is his prophet!" But "Cav- n the evening of Wednesday, 25, 1885, in the drawing-room of d Whist Club, in London, read e upon American leads, ad- ir adoption because of their , and stating that "they owed evelopment to Nicholas Browse lew Orleans, U. S. A."

n leads were adopted in this nd put into practice immedi- n their announcement. The t, as a matter of principle and not as a penultimate card, licative of one lower held, was in favor here among the best *G. W. Pettes* [*L. A. P.*], "*Amer- t Illustrated.*"

BY N. B. TRIST.—N. B. Trist, of American leads, gives their an exhaustive and most inter- icle in *Harper's Magazine* for 1. He begins by calling atten- e fact that the great majority have rather confused ideas time when some of the most features were incorporated ame. Laboring under the im- hat all there is good in whist introduced in comparatively mes, they are surprised to learn od many of the rules, as laid loyle, are now followed by them practice. Among these is the down in his book, in 1742, that , queen, jack, and two or more s, the jack should be led. The when returning partner's lead, d play the higher card having emaining, and the lowest hav- is also old, having been first r Payne. The next important development was the call for trumps, and then came "Cavendish," with his protective discard from strength (1867), the penultimate lead from suits of more than five cards (1872), the echo of the call (1874); and on September 11 and October 16, 1875, he published in the *Field* two articles which, to Mr. Trist's mind, "are so important as forerunners of the present system of American leads, showing what was then 'in the air,' as it has since been called," that he quotes from them at length.

"From ace, queen, knave, and two or more small ones," said "Cavendish," in one of these articles, "the proper lead is ace, then knave, instead of the usual ace, then queen; because, with five of suit, you want partner, if he held king and two small ones originally, to put his king on second round." He also says: "The usual lead from ace, queen, knave, ten, is ace, then queen. This, however, is wrong, as it is not the game for partner to put king on queen led after ace, he having king and two small ones originally. He, therefore, blocks the suit on the third round. The proper lead from ace, queen, knave, ten, with or without small ones, is ace, then ten. * * * The partner of the player who leads ace, then ten, should put the king on the ten—in plain suits—if he had three originally, but not if he had four. Hence * * * the third player's hand can be counted when he has the king." He then proceeds to show that, by a parity of reasoning, the proper lead from the queen, knave, ten combination is queen, then knave, with four in suit; and queen, then ten, with more than four.

"These leads," says Mr. Trist, "were evidently so correct that they found immediate favor. They are introduced in the eleventh edition of 'Cavendish on Whist,' 1876. From the foregoing," he adds, "it would appear that a great whist advance was made between the years 1867 and 1876."

Drayson's recommendation, in 1879, of the lead of the antepenultimate from a suit of six cards, is next noticed. Drayson "furthermore suggested, with ace and five others, to lead the ace, then the smallest but one—that is, the original *fifth* best. This, to some extent, foreshadowed American leads, although the object of the Drayson rules was solely to show number. In the *Field* for April 8, 1882, the same author suggested that, when the trumps were all out, the play of an unnecessarily high card would be a direction to change the suit. He argues that the call for trumps is, in reality, a command to 'change the suit to trumps;' consequently when, the trumps being all out, you play an unnecessarily high card, you can only imply that you want the

suit changed to another plain suit. This suggestion appears to be sound, and will no doubt be eventually adopted as a rule of play by advanced players.

"In three articles, the first of which appeared in the *Field* of April 28, 1883, Dr. William Pole applied the laws of probabilities to the ever-vexed question of the play of the king and a small card, second hand, with the result of confirming the practice of playing the small card, as a general rule."

With these preliminaries Mr. Trist approaches the epoch of American leads; and first of all he states the rules by which they are governed, as follows:

"1. When you open a strong suit with a *low card, lead the fourth best.*

"2. When you open a strong suit with a *high card,* and next lead a *low card,* lead the *original fourth best, ignoring in the count any high card marked in your hand.*

"3. When you remain with two *high indifferent cards,* lead the higher, if you opened *a suit of four; the lower,* if you opened a *suit of more than four.*

"Rules 1 and 2," he continues, "are component parts of the principle governing the original lead, which demands that it should be from the longest suit, inasmuch as they provide a system which points out the card to be uniformly led from the long suit, under the contingencies mentioned in those rules. The selection of the particular card to be led is not purely arbitrary, but is founded on reason." This he next demonstrates, saying among other things:

"A suit of four cards is considered to be numerically strong, because it contains a number of cards over the average due to each player. It is the long suit of minimum strength, and therefore is the one held most frequently. It is, so to speak, the type of the long suit.

"One of the results of opening a four-suit from the bottom is, that the leader remains with three cards higher than the one led The information contained in this simple fact is very important, as it often enables the partner of the leader to place certain cards in his hands."

The opening of a four-card suit thus affording valuable information, he asks, "can not this information be imparted in the opening of long suits containing more than four cards? The solution of the question is simple: Bring that class of cases under one system and *treat every long suit opened with a low card as if it contained four cards only: therefore, lead your fourth best,* and the rest follows.

"The second branch of American leads, which comes under rule 3," continues Mr. Trist, "relates to the lead of high indifferent cards, marked in the player's hand, and is based on the principle that with such cards, in opening suits of a average numerical strength, should be to get the master ca partner's hand so as to free the principle is at least as old as E he put it in practice, as we l above, by directing that, with ki knave, and two small ones, y begin with the knave, and g reasons for so doing. This wa ted case, which 'stood alone in until 'Cavendish,' carrying the one step further, introduced, it modification of the three lea above."

In July, 1883, Mr. Trist propose in a letter which he wrote to dish," and in which he says: suit headed by king, knave, ten of the ten forcing out the queen follow with king when I had five or more. I have no book for this, but I find it gives m valuable information." In p the letter, "Cavendish" said h mitted the lead to several goo and they were all of the opini was correct and justifiable. Th susceptible, however, of bein still further, and in March, 1884 sent to the *Field* a short article in suggested the adoption of the n ally accepted rule for the pla indifferent cards, arguing th based on the extension of a r principle, and giving a number ples. He comments as follows

"Mark how slowly the applic whist principle seems to work the human understanding. He an isolated case—king, quee lead—involving a principle. On and thirty-odd years elapse be endish' applies it to other lea years more go by before the pr extended to another isolated ca knave, ten example; and it take twelve months' mental incu bring forth the generalizatio principle. What appears to be worthy of note is the fact that knave, ten example was before whist-players of the world fo months, and not one of them have perceived that it was but cation to one case of the exte well-established principle, and susceptible of being generalize embrace numerous cognate cas

"During the interval betwee lication of the two articles on th high indifferent cards, I furnish *Field* a letter on 'the penultima the second round of the suit' in penultimate was recommende proper lead after quitting the h suit, in order to show number. menting on this suggested m

adish,' in a *Field* article, after favorable position and two ones, concluded by saying: . will class the cases after which a trick cannot be given method, and can thence for- in rule of play, I think his pro- od might be advantageously Perhaps he will kindly try this, and send result to the ink, however, he will find it some than he expects.'

ited the suggested analysis i the *Field*, April 5, 1884, the ich was the formulating of a which would leave a never- erval of two cards between t led and the one led to the d; afterward put in a more by directing the follow of l fourth best.'

l of the fourth best when dit with a low card was not r me in print, but was settled vendish' and me by corre- What is not generally known Henry Jones has modestly imself—is that he independ- sted this rule of play in a crossed one from me of the . In his letter 'Cavendish' four the normal number in . It is the type; more than strong. Treat every suit uits and king, queen, knave- re) as though you held only t the supernumerary small ote: 'Treat every long suit as riginally the ordinary long ards; consequently, lead the the top, or drop down to the the top, on quitting the head

from the above that our e subject ran parallel, and edit may attach to the intro- the fourth best when a low 'Cavendish' is certainly en- share of it.

e time after the publication s in the *Field*, nothing more print on the subject. In the was evident from the letters that 'American leads,' as he were growing in his estima- nted me to publish them in rm, but not being inclined to it for him to champion the on the ninth of August, 1884, ed in the *Field* the first arti- can leads by 'Cavendish,' in ction to which he said: tisfied ourselves that these and and in harmony with ciples of play, and that they geous to those who practice is evidently but one course iz., to give them our unquali- fied support.' In this, and in two other articles which followed during the same month, he explained the whole system of American leads in a clear and forcible manner, which must have carried conviction to any unbiased mind.

"That an unknown individual, signing himself N. B. T., was suggesting some innovations to the game seemed to be a matter of perfect indifference to the conservatives, who paid not the slightest attention to his articles; but when 'Cavendish' declared that he intended to give his unqualified support to American leads, the mediæval division of players rose up in arms against the proposed improvements.

"'Mogul,' a whist celebrity, put on his war paint, and made some savage attacks in the *Field* on American leads and their authors, denouncing the leads as 'abominable modern inventions.' 'Pembridge,' the clever author of 'Whist, or Bumble-puppy?' rushed into print with 'The Decline and Fall of Whist,' in which he gave vent to his pent-up feelings 'of abhorrence of the recent proceedings of the new academy;' and several of the lesser whist lights also entered the lists against American leads.

"The denunciations of these parties did not in the least alter 'Cavendish's' opinion, for he continued to champion American leads in every possible manner. In February, 1885, he delivered a lecture on the subject to a large gathering of prominent whist-players, in the drawing-room of the United Whist Club, in London, a summary of which appeared in the New York *Spirit of the Times*, March 14, 1885. The following month he published, in the same paper, an article entitled 'Mr. Barlow on American Leads at Whist,' containing an instructive lesson under the guise of a clever travesty of the old-fashioned style of 'Sandford and Merton,' and of the pompousness of Mr. Barlow, who did not forget to back up Harry and snub Tommy, as was his habit. In December of the same year he published an article on American leads in *Bailey's Magazine*, and, finally, after the *pros* and *cons* had been pretty thoroughly threshed out in the *Field*, he incorporated the whole system of American leads in the sixteenth edition of his 'Laws and Principles of Whist,' 1886, the recognized text-book of the whist-player. From that moment the future of those leads, as a permanent feature of the game, was assured."

American Leads, Objections to.—The four most conspicuous opponents of the American leads among whist-writers of acknowledged ability were: "Mogul"

(Matthias Boyce), R. A. Proctor, and "Pembridge" (J. P. Hewby), in England; and R. F. Foster, in America. Bitter, indeed, was the war of words which these gentlemen waged upon the new system of leads, from its first promulgation. "Pembridge" wrote his "Decline and Fall of Whist" for the purpose of combatting the rapidly spreading heresy, and "Mogul" was savage in his denunciations, declaring that "the modern signal-game is fit only for sharpers and rogues, who may constantly play together and invent their own signals. It is," he continued, "putting the cart before the horse to say that the old rules for leading, etc., were devised to give information; the fact being that such rules are the result of calculation and experience as to the best chances of trick-making, and the inferences made from the play are rational and logical deductions, and not merely conventional knowledge." He insisted that arbitrary conventions were not only useless from a trick-making standpoint, but an insult to the intelligence of partner, who must be assumed so stupid that he can do nothing without special directions. If the system is known to all the players at the table, why not announce the combination by word of mouth? "Partner, I have six clubs, ace, king, queen, at the head." This, he argued, is done in several card games, notably, *manille*, which closely resembles whist; and he further quoted, as a precedent, that in the old game of *triomphe*, or triumph, the partners could show their hands to each other. Proctor attacked the new system in numerous essays, among others in *Longman's Magazine* for April, 1886. Mr. Foster, on this side of the water, also carried on a determined warfare against the new system; but so strongly in its favor was the weight of public opinion, swayed by the logic of "Cavendish," Trist, Ames, Hamilton, and other well-known advocates, that the doughty champion of the old leads incorporated in his own works on whist dissertations on the heretical leads, and instructions how to learn them. Mr. Foster has not only constantly opposed the new leads on theoretical grounds, but he has sought in every way to belittle the work of "Cavendish" and Trist in inventing and perfecting the new system, claiming that there is, practically, nothing new in it. In one of his recent articles in the *Monthly Illustrator*, he says of the leads: "The author had the pleasure of discussing them with Mr. Loraine Baldwin, the author of 'The Laws of Whist,' and in his day one of the most distinguished players in England. He could not see the slightest advantage in the new leads, and said none of the best players of his acquaintance had adopted them. Mr. Trist, on the other hand, thinks their introduction 'marks a great whist advance.' 'Pembridge' says the advance is toward the decline and fall of whist."

Owing to the uncertainty on the first round as to what combinations American leads may be from, those adopting them are taught never to trump the first honor led by their partners, and never to begin a trump signal with only two cards. Of course, the longer the suit, the more probability of some one being void of it, and many are the tricks lost by failing to trump the queens of American-lead partners.—*R. F. Foster* [*S. O.*].

"American leads" are a jumble of inconsistencies. They are not American at all, having been unsuccessfully urged upon the attention of whist-players several times during the century; always by Englishmen in English works and papers. They are called modern, but they were first suggested ninety years ago. They are called scientific, but they

ıot stand the most superficial com-
ive analysis. They are said to give
information than the old leads,
has been conclusively shown that
do not give as much. They are said
ıve been invented for the sole pur-
of showing the number of cards in
uit, but their inventor says they
designed solely to avoid unblocking
ıe king. They are said to take the
of the old leads, and to necessitate
ne who has learned those "un-
ing" them in order to play the
rn game; but no one can play the
rican leads with less than five cards
uit, so they all have to learn the old
m, in order to know the leads from
nore common suits of four cards.
are said to be the most "complete,
onious, and perfect system of play
invented;" but their advocates are
ually suggesting new remedies for
admitted defects, and their original
tor, "Cavendish," even goes so far
acknowledge that he thinks the
d maxim is a fallacy. They are said
ıve been adopted by all the best
rs, but the players who have adopted
have lost every duplicate whist
a on record, in which they have
ɔpposed to players of the old leads.—
Foster [*S. O.*] "*Whist Manual*"
l edition, 1896).

en "Cavendish" visited this coun-
: met most of our strongest players,
e stated it as his opinion that Mr.
r S. Stevens, of the Chicago Univer-
lub, was the best player he met in
ica—an opinion which is well sup-
d by Mr. Stevens's enviable record
successful tournament player.
ng from the published examples of
lay, he is a staunch adherent of
ican leads: yet here is a [quotation
a] letter from him which will sur-
many of our leading players:
ım glad of the opportunity of stating
ɔsition to you. I have felt from the
ning that for whist-players of the
class, the number-showing leads
l prove a positive injury to the
. It seemed to me that the very
hat they would furnish an easier
ɔd of counting partner's hand was,
ayers of the highest order, against
for they then must handicap in
degree the finer whist perception
, before their adoption, was accus-
l to count the hands, not from any
manifest indications, but from the
difficult data afforded by the fall of
mall cards. As I wished to give
a thorough trial before making up
ind in regard to them, I have used
in my play. But the more I use
and study their use by others, the
firmly I am convinced that my first
impressions in regard to them were
sound."

Coming from such a well-known player, this is a very strong argument against American leads. At the same time, we should be very sorry to see them set aside, for it is unlikely that we shall ever again have such a powerful recruiting agency. In the whist literature of the past few years we find a vast army of writers and players upholding American leads as the quintessence of scientific whist. Opposed to them we find a single author who has consistently fought for what he considers the more intellectual game—the old leads, with an occasional resort to the short suits. The advocates of the new leads base their argument chiefly on their almost universal adoption in America; but to our mind this only goes to support our assertion that the great majority of whist-players are still in the preliminary stages of their development.—*R. F. Foster* [*S. O.*], *New York Sun, January 12, 1896.*

There are only four combinations of cards affected by the new system of leading, which are as follows:

[(1) Ace, king, queen, jack, and another; (2) ace, king, queen, and two others; (3) ace, king, and three others; (4) king, queen, and three others.]

Under the old system these were all king-leads, and if the player adopts the system of unblocking on the king, they are still king-leads, according to "Cavendish," who says that failure to unblock on the king was the only reason for changing them. The name, "American leads," originated with "Cavendish," and was given as a sub-title to his "Whist Developments," published in 1885. The work contained no mention of American leads, as we understand them, but on page 83 an attempt was made to show that it was unsafe to unblock on a king led. Not until some years afterwards was it proposed to invite the partner to unblock by not leading the king, the present system of leads being invented for that purpose. The system has been widely advertised and tried. In England it has been rejected as confusing and unnecessary, but in America it has been very generally adopted, even by good players. When it was found that it was not unsafe to unblock on a king led, the apologists for these leads claimed that they should still be retained because they gave "fuller and clearer information." This also has been shown to be a fallacy, because they give no definite information on the first round, and add little to the old leads on the second. The chief objection to them is that they necessitate a backward game, for the partner must refuse to trump any

original lead of a high card, and cannot safely begin a signal on the first round. If we carefully study these new leads, we shall find them easily learned by the application of the following rules, the first of which might be called the fourth maxim of American leads: Never lead a king if you have more than four cards of the suit. Having applied this rule, we shall find that the following will enable us to lead correctly from any of the four combinations under consideration: Always lead the lowest of your head sequence.—*R. F. Foster* [*S. O.*], "*Whist Manual*" (*third edition, 1896*).

"American leads" propose a systematic course when opening the strong suit at whist, thus bringing the whole scheme of leading within the purview of general principles. Three objections have been urged against the adoption of American leads:

(1) That they complicate the game. It is no objection to an intellectual game that it exercises the minds of the players. There is yet another answer to this so-called "objection," viz., a simple denial of its truth. Seven years' experience has caused many thoughtful players to conclude that American leads simplify the game; and others admit that, at least, the complication argument has been grossly exaggerated.

(2) That they seldom affect the result. The explanation is that American leads add little which is new to the game. They rather aim at consolidating the old practice, and at extending a law of uniformity to cases not hitherto provided for.

(3) That the precise information afforded may be of more use to the opponents than to the leader's partner. Under similar whist conditions, it is an acknowledged advantage to convey information of strength, notwithstanding that it is published to the whole table. It seems unlikely that a player will be at a disadvantage, in the long run, because he imparts *too much* information. No further answer could be made to this objection on the first introduction of American leads. Now the necessary experience has been obtained, it may be stated without fear of contradiction, that no players who have once adopted these leads have voluntarily relinquished them, on the ground that the adversaries have benefited more than the leader and his partner, in consequence of the information afforded.

No doubt, moderate players may lack the quick perception which would enable them to take full advantage of the American maxims. This is no reason why better players should be deprived of that advantage. Beginners can at least be drilled into playing according to rules which practical experience has shown to be sound in theory. Whether the student will be able to profit by the appl of such rules must depend upon h tude for the game. At all events, l easily learn to speak its language gibly, for the benefit of partne understand it.

Two cautions are necessary to the be American leader as regards t to be made by the adversaries of formation given. The first is, tha leads are valueless unless partn player who counts the cards and prepared to unblock the long suit manner detailed in this volume. second is, that when the opponen shown considerable strength in t and especially when they have th mand, it is not advisable, in many to provide them with opportunit counting, with precision, the un cards in the weak hands. This is ter of judgment, for which no g rule can be laid down.—"*Cave* [*L. A.*], "*Whist Developments*" (*edition, 1891*).

"American Whist."—Thi was brought into prominen George W. Pettes, the first A can to publish an original wo the game. Mr. Pettes was a thusiastic advocate of Americ distinguished from Englis foreign, whist. He was one first in this country to pla now generally accepted gar seven points without honors while his writings and ideas not lacked opposition and criti in some respects, even in native land, there can be no of their interest and value, the influence which they hav ercised upon the developme whist in America. It seem have been his ambition to ha the improvements and syste play in this country united the name of American whist, himself as special advocate ar fender. In conformity with idea, he incorporated the Ame leads as part of his system, su menting the labors of Trist "Cavendish" with what he the "New Play" (*q. v.*). material differences betwee

system and the American leads proper were as follows: Leading ace also from ace, queen, ten, nine; and from ace, jack, ten, nine. Leading queen from queen, jack, and two below the seven; and from queen, jack, nine, and two or more. Leading jack from jack, ten, nine, and one or more; and from jack, ten, and two small. Leading ten from ace, king, queen, jack, and ten only; from king, queen, jack, ten, and one or more; and from king, jack, ten, and one or more. The nine he treated as a high card, and led from a single combination—king, jack, nine, with or without others (except ace and queen).

Short whist, not counting honors, as played in America and France, is known as American whist. It is played now a good deal in England, and is there growing in favor.—*A. J. McIntosh* [*L. A.*], "*Modern Whist*," *1888*.

In 1878, the Berkeleys, of Boston, framed a series of orders to govern the revision of long whist, and called the new play the American game. In 1889, the Deschapelles Club, of Boston, adopted a completed code of laws for the government of American whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

About ten years ago a small club was formed in Boston, whose members, having great respect for the creed of the Folkestone circle, determined to study whist to the promotion of a like purpose, the glory of the game. Study convinced them not only that it was necessary for the development of the power of the cards that all of them should be played, but that it was not essential to shorten the game by giving points to cards which did not make tricks. They adopted James Clay's golden maxim, "It is of more importance to inform your partner than to deceive your adversary;" and his precept, "The best whist-player is he who plays the game in the most simple and intelligent way." They believed that the laws for that player should be simple and intelligible, and framed a code of distinguished difference from the voluminous one that regulates the English play. Their method was at once prepared for assimilation with and acceptance of improvements and inventions which were somewhat rapidly to follow each other, and which were destined to be of the first importance to the permanency and credit of the game. The discard from the strong suit upon the opponent's trump play, the lead of the penultimate, and the echo of the call had been incorporated into the play of both long and short whist; but it was after the introduction of the amended and revised game, in practice in this country, to which these students gave the name of American whist, that the leads of ace, then king, if no more of the suit are held; of king, then knave, from the four honors; and of the nine when king and knave, and not ace or queen, are in hand, were adopted as standard plays in the best-ordered game.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

American Whist League.—This great organization, to which more than to any other one cause may be ascribed the wonderful popularity which whist enjoys in this country, was formed at Milwaukee, Wis., April 14–17, 1891. It was the outcome of the enthusiasm in whist play aroused by the Milwaukee Whist Club—the first at which whist was exclusively played at the time. Its high standard of play, and its almost unbroken line of victories over all the teams that could be mustered against its chief players, had given it deserved prestige at home and abroad, so that when it issued an invitation to the lovers of whist in America, to meet in the first whist congress ever held, the response was hearty and general. The leading spirit in the movement was Eugene S. Elliott, the founder of the club, and he is universally honored now as the founder of the League and its first presiding officer.

The opening session of the congress was called to order, in the Ladies' Athenæum building, by Cassius M. Paine, president of the Milwaukee Whist Club, and Mr. Elliott was made temporary and then permanent chairman. Twenty-five clubs were represented, and at various times, during subsequent

sessions, thirty-nine clubs participated, being represented by eighty-three delegates. The work of the congress included the appointment of a committee which formulated a code of laws for the American game, differing in many important respects from that in force in England. Another important action was the adoption of the following resolution, offered by A. G. Safford: "*Resolved*, That the First American Whist Congress, while it does not assume to dictate to the players of the game of whist whether or not such players shall lay wagers upon the result of the game, hereby declares itself of the opinion that betting on the result of the game by players or outsiders is contrary to good morals, tends to injure the game, and to deteriorate the style of play." The congress also recommended the American leads, as set forth in the appendix of the eighteenth edition of "Cavendish," as the system for the interplay of League clubs.

One of the most interesting features of each annual congress of the League are the matches played by individuals and clubs. At the first congress, the straight whist match, twenty-six tables, Milwaukee *vs.* Visitors, was won by Milwaukee, by a score of 1525 to 1258. The Streeter diamond medal, for highest individual score at duplicate play, was won by E. Price Townsend, of the Hamilton Club, Philadelphia. The duplicate whist match, Ornsdorff system, two tables, twenty-four deals, Milwaukee *vs.* Visitors, was won by the visitors by one trick. At this congress the celebrated Hamilton Trophy (*q. v.*) was tendered to the League by Dr. M. H. Forrest, of the Hamilton Whist Club, Philadelphia, and duly accepted.

Henry Jones ("Cavendish") and N. B. Trist were elected honorary members. Of the thirty-nine clubs represented at the congress, twenty-five joined the League, which was organized with Eugene S. Elliott as president, as did also twenty-three clubs not represented at the congress, thus making the total membership forty-eight clubs at the end of the first year.

The Second Annual Congress.—At the second congress, held in New York, July 19–23, 1892, with an attendance of two hundred and thirty-eight delegates and sixty-nine alternates, representing thirty-four clubs, the laws governing the American game, adopted at Milwaukee, were revised, as was also the League constitution, and Eugene S. Elliott was unanimously re-elected president. Sixteen clubs participated in the first match for the Hamilton Trophy, and in the final contest the Hamilton team and the Capital Bicycle Club team were tied for first place. The tie was played off at the next congress, when the Capitals, consisting of Messrs. Low, Wooten, Barrick, and Borden (the latter two taking the places of Messrs. Bingham and Eakin in the previous play), came off victorious.

The total membership reported at the second congress was 69 clubs.

The Third Annual Congress.—The third whist congress was held at Chicago, June 20–24, 1893, and was attended by two hundred and eighty-four delegates and fifty-three alternates, representing forty-six clubs. At this congress the work of the previous gatherings was perfected, the laws of whist being again revised and adopted, together with the etiquette of whist. Eugene S. Elliott was again elected president. The match of Chicago *vs.* All-Americans, duplicate whist, eighty players on a side, was won by Chicago, by nineteen tricks. In

atch of Chicago *vs.* All-Amer- straight whist, the visitors by one hundred and thirty . The first prize went to s. Hinsley and Carleton, of rthage Whist Club, and the l prize to Messrs. Flint and n, of the Chicago Whist Club. Hamilton Club Trophy (eigh- clubs entering) was won by llowing team from the Min- lis Chess, Checkers, and Whist J. H. Briggs, J. F. Whallon, Briggs, and George L. Bunn. ntest for club pairs (twelve entering) was won by the l Bicycle Club, of Washing- The free-for-all match, dupli- hist, progressive pairs, was by W. H. Hawes and J. H. in, of the Chicago Whist Club. g the year five clubs withdrew anded, and thirty-one joined, ig a total of ninety-five when ext congress assembled at lelphia. There were thirty- dependent whist clubs; eigh- f which were departments of clubs; three chess, checkers, hist clubs; five athletic clubs, irty-three social clubs. The r-five clubs were situated in four cities and towns, in y-three States and the District lumbia. The total member- f the clubs was 14,455, out of 5166 were active whist-play- There were also five honorary ers of the League—Henry ("Cavendish"), N. B. Trist, r Ames, William Pole, and Drayson—and fourteen as- e members.

Fourth Annual Congress.— e fourth congress, held at lelphia, May 22-26, 1894, the of duplicate whist were d. At this meeting there present about four hundred rty-four delegates and forty- alternates, representing fifty clubs. Captain John M. Walton, of Philadelphia, was elected president, to succeed Eugene S. Elliott, who, having served continuously from the organization of the League, declined further election. The organization of State leagues of whist clubs and inter-State leagues was suggested. The Hamilton Club Trophy (twenty-three clubs entering) was won by the following team from the University Whist Club, of Chicago: J. L. Waller, W. Waller, J. H. Baldwin, and H. Trumbull. The progressive match for fours (twenty-nine teams entering) was won by the Albany (N.Y.) Whist Club. Individual prizes went to E. L. Smith and B. Lodge, Jr., of the Albany Club, and Messrs. Walker and Stafford, of the Hyde Park Whist Club. The American Whist League Challenge Trophy, played for the first time (sixteen clubs entering), was won by the following team from the Minneapolis Chess, Checkers, and Whist Club: J. H. Briggs, O. H. Briggs, W. H. Wheeler, and W. G. Bronson, Jr. The straight whist match (one hundred and twenty-four players) was won by E. C. Howell and L. M. Bouvé, of the American Whist Club, Boston. In the progressive match for pairs (fifty pairs entering), the winners were: Messrs. Taylor and Harban, each eleven tricks ahead of average north and south score; and Messrs. Evans and Russell, ten tricks ahead of average east and west score. The record prize was won by the University Whist Club, of Chicago.

During the year eleven clubs withdrew or disbanded, but forty-four were added, making the total membership one hundred and twenty-eight. These clubs were situated in eighty-seven cities and towns, in twenty-five States and in the District of Columbia. New York State had twenty-eight clubs, in

eleven cities or towns; Illinois, thirteen, in eight cities or towns; Pennsylvania, eleven, in two cities or towns; Massachusetts, nine, in seven cities or towns; California and Wisconsin, seven each, in six cities or towns each; Missiouri and Indiana, six each, in five cities or towns each; Michigan and Minnesota, five each, in five cities or towns each; New Jersey and Iowa, four each, in four cities or towns; Rhode Island, four, in two cities or towns; Washington, three, in three cities or towns; Oregon, three, in one city; South Dakota and Nebraska, two each, in two cities or towns; Delaware, Maryland, North Carolina, Mississippi, Louisiana, Ohio, Tennessee, and West Virginia, one each. Brooklyn had fourteen League Clubs; Philadelphia, ten; Chicago, six; Providence, Albany, Boston, New York, and Portland, Ore., three each; Indianapolis, St. Louis, Oakland, Cal., and Milwaukee, two each. The clubs represented in the League had a total membership of 21,758, of which 6956 were whist-players.

The Fifth Annual Congress.—At the fifth congress, held at Minneapolis, Minn., June 18–22, 1895, fifty-five clubs were represented by delegates, and the attendance was large, as usual. President Walton was unable to attend, much to his regret. In a letter to the congress he made the following reference to a most important subject: "As long as our contests are not prompted by motives of gain they will commend themselves to the consideration of honorable and cultured men of all ages; and to maintain the integrity of our great American Whist League, so favorably known throughout the land, the policy inaugurated of deprecating the playing for profit should be fearlessly adhered to." These words met with the hearty app of all present. Attention was to the fact that the League h February, been incorporated the laws of Rhode Island, "f encouragement and promoti the study and play of whis for other literary, educational social purposes connected with or incident thereto." executive committee reporte following concerning private ventions, which was adopted League: "The committee knowledges the right of conte to use any well-known and lished method of play, and original method not given a pre-arranged meaning; but committee emphatically proves of private convention defines a private convention any unusual method of play upon a prior secret agreem Theodore Schwarz, of Chicag elected president of the L and Walter H. Barney, wh four years had faithfully serv recording secretary, was made president; B. D. Kribben, Louis, was elected recording tary; R. H. Weems, of Broo was re-elected corresponding retary, and B. L. Richards, of Rapids, Iowa, was re-elected urer. A cup was donated b Minneapolis Chess, Checker Whist Club, to be used as a t to be played for by pairs at annual congress. The holdin correspondence tourney be League clubs the coming was approved.

The matches at the congre sulted as follows: The conte the Hamilton Trophy for the 1895–'96, was won by the from the Hyde Park Whist C Chicago (Messrs. Rogers, Mit Walker, and Parsons), by t tricks. The contest for the

ion of the American Whist Challenge Trophy for 1895-s won by the team from the lle Whist Club (Messrs. Cooper, Branner, and Mc- by five tricks. In the for club pairs, Messrs. and Snow, of the Albany) Whist Club, were the win- The first progressive match ırs was won by Messrs. Parsons, Mitchell, and W. :er, of the Chicago Whist For the second progressive for fours, the Executive Big (Messrs. Morse, Weems, ı, and Kribben) and the four e Hamilton Club of Phila- (Messrs. Work, Remak, ,and Mogridge) were tie for ce, and prizes were awarded teams. The straight whist was won by Messrs. Sperry therle, of the St. Paul Chess ıist Club.

ıg the year the League lost three clubs and enrolled making the total member- ne hundred and thirty-four located in ninety-two cities wns, with 25,765 members, :h 7208 where whist-players.

Sixth Annual Congress.—:th congress of the League :ld at Manhattan Beach, yn, N. Y., June 23-27, 1896, ixty-seven clubs were rep- d by a large number of dele- President Schwarz, in his g address, made the follow- erence to a very important "There is still another sub- ıich I approach with some on, because there is a differ- opinion as to the policy to ued. At the first congress st was not present, but he a communication in which ıcated the adoption of some ok upon the game, for the : of making whist what it was intended to be, a language, and every card an intelligible sentence. He said, in that paper, that if a whist-player from the East met one from the West, it should not be necessary for them to ask each other what system they played, but the cards should speak for themselves. Nothing was done at that congress, and nothing has been done since. In common with others, I hoped that after that congress there would be a blending, and that the annual meetings would have a tendency to harmonize different systems and different methods. Instead of that, however, we have been getting wider and wider apart, until to-day a whist-player cannot sit at a table with a stranger without asking him what system he plays. New conventions have arisen. The echo means two or three different things. There are a half-a-dozen different methods of discard; there are long-suit theorists and short-suit theorists, and taken altogether there is a wider difference to-day than there was at the start. Now, it seems to me that it is the duty of the American Whist League to correct this state of affairs, if it is possible. We can appoint a committee of expert players, men who have fought their way to the front, and let them sift the different methods in vogue at the present time, and recommend to the whist-players of the country that which they think is best. I do not mean by this that we should adopt any text-book upon the game, or that we should arbitrarily impose upon the players of the country any system, nor would I restrain individual liberty of action. It would be simply in the nature of a recommendation, and would tell the players of the American Whist League, and the whist-players at large, just what we thought was best, without preventing them

from playing something else, if they desired to do so." A resolution was adopted later, that the president appoint an advisory committee to consider the feasibility of carrying out the suggestion in his opening address, "that a standing committee be appointed to sift the different methods or systems of play, etc., and recommend that which, in their judgment, is the best." The president appointed as such advisory committee: P. J. Tormey, Milton C. Work, R. H. Weems, Cassius M. Paine, N. B. Trist, H. A. Mandell, C. A. Henriques, George L. Bunn, and E. C. Howell. This committee, with one dissenter only—and that one with an "if"—approved the recommendation of President Schwarz, and asked the appointment of a permanent standing committee to report at the seventh congress a system of play which, in their judgment, was the best, etc., and this was done, as follows: Committee on System of Play—Milton C. Work, Philadelphia; John H. Briggs, Minneapolis; George W. Keehn, Chicago; George L. Bunn, St. Paul; Thomas A. Whelan, Baltimore; E. A. Buffinton, Brooklyn; L. M. Bouvé, Boston.

It was announced that the act of incorporation had been amended so as to provide for the admission to the League of "voluntary associations and clubs" of foreign countries as well as those of this country. A resolution was adopted that "the Hamilton Club Trophy be and the same is hereby declared to be the Championship Trophy of the American Whist League for teams of four representing League clubs." It was also decided that it be kept as a perpetual trophy to be played for at each annual congress, and held by the club winning it until the next succeeding congress. The annual dues of associate members were raised from two to five dollars. It was decided that the committee on laws consider the question of revising the code of both straight and duplicate whist during the coming year, and receive recommendations from clubs or individuals, and formulate a report. The only change in the officers made was the election of W. H. Barney as president, and H. A. Mandell as vice-president.

The various contests at this congress resulted as follows: The Hamilton Trophy was won by the team from the Hamilton Club, of Philadelphia (Messrs. Milton C. Work, Gustavus Remak, Jr., E. A. Ballard, and Frank P. Mogridge). The A. W. L. Challenge Trophy was won by the team from the Whist Club, New York (Messrs. C. A. Henriques, W. E. Hawkins, C. R. Keiley, and E. A. Buffinton). The contest for the Minneapolis Trophy, for pairs representing League clubs, resulted in a tie between the pair from the Hamilton Club, of Philadelphia (Messrs. Paul Clayton and Arthur D. Smith), and the team from the Baltimore Whist Club (Messrs. Beverley W. Smith and A. H. McCay). The final result was determined by the trick score, and the Baltimoreans thereby won the trophy. The contest for the Brooklyn Trophy, for teams representing auxiliary associations, was won by the fourteen players representing the New England Whist Association, by nine tricks. In the first progressive match for pairs, Messrs. Faber and Rich had the high score for north and south, and Messrs. Langmuir and Stiles for east and west. In the second match, the winners of north and south were Messrs. Neuman and Bouton; and east and west, Messrs. Williamson and Britton. The

for progressive fours was y the team from the Balti- Whist Club (Messrs. Thomas, on, Huntley, and Dr. W. F.). The straight whist match on by Mr. and Mrs. Payot, e match between men and was ungallantly carried off former by twenty tricks. ghest scores for women were: H. Andrews and Miss Bessie n, plus 3½; Mrs. Fenollosa iss Harrison, plus 3½; the t score for men, W. H. Whit- d C. D. P. Hamilton, plus

Seventh Annual Congress.— venth congress of the League ld at Put-in-Bay, Ohio, July 897. Sixty-eight clubs were nted, and upwards of three d whist-players were in at- ce. Among these was a del- from the newly-organized n's Whist League.

ident Walter H. Barney, in ual address, noticed the for- of four local or auxiliary during the past year, , one in the State of Michi- e in Tennessee, another in ork, and another under the of the Atlantic Whist Asso- , consisting of clubs in the of Pennsylvania, Delaware, nd, and in the District of bia. Two had been admitted iliary membership in the . After dwelling upon the ance of such organizations proper supplement to the , and warmly commending lcoming the Woman's Whist , he touched upon an old eresting subject, as follows:

e work of the American League in creating interest d whist-play—whist in its rm—is now practically an olished fact; and the League now devote its energy and efforts to the development of the game. The contests held at these annual gatherings, and the matches for the Challenge and Brooklyn tro- phies, with their published scores and play, are doing a work of the greatest educational value; but it falls far short of what our members have a right to expect of an organi- zation like the American Whist League. The country looks to the League for a standard of play. The failure to meet and present a re- port on the part of the special com- mittee on system of play, appointed at the last congress, is most unfor- tunate. Very many looked forward to this report as something which would form the beginning of a foundation upon which a more en- during structure could be erected. * * * There is a great demand for something which the young student may tie to, as agreed upon by the majority of players. * * * We need something which can be referred to as the 'standard system;' and to which all can refer their own game as presenting such and such variations. Although the work has difficulties, it should not be impos- sible to present some scheme which would be accepted as a standard; though, I have no doubt, there are few players who would not, in a greater or less degree, vary from it in some particulars.

"It seems to the chair that the League should go further in the work of assisting its members and the thousands of students of the game. We ought to use our great organization for a more systematic study of the game. Our efforts should be combined; the results of those efforts should be classified. Thousands and tens of thousands of experiments are tried almost daily in clubs of the League, and the results are kept in a most lim- ited circle. Still more would be

tried, if the results of those experiments could be made more generally useful."

Upon the president's recommendation, vacancies in the committee on system of play were filled, and the committee was asked to report at this congress. The committee, as thus constituted, consisted of George W. Keehn, Lander M. Bouvé, E. A. Buffinton, W. G. Bronson, Jr., Charles F. Snow, and H. A. Mandell.

The most important thing done in the way of legislation was the revision of the laws of duplicate whist, the laws of straight whist being left untouched. The report of the committee on laws contained the following explanation for this action:

"During the past year very many changes in the code have been submitted to and considered by your committee, but after careful deliberation the committee is unanimously in favor of leaving wholly unchanged the present code, which is the work of masters, and which has been in existence for four years, giving, upon the whole, entire satisfaction. Tinkering and tampering with such a code is to be deprecated, and we believe that no change should ever be made in it unless it should be vitally important. This is not the case at present, nor is it likely ever to be. Respect for a good code grows and increases as time passes, and the various provisions become imbedded in the minds of the whist-players of the world. Duplicate whist, however, requires some special provisions, and hence this League promulgated a code for its government at the Chicago congress in 1893. At the fourth congress in Philadelphia, in 1894, the present code was enacted, and has stood without change since. Your committee proposes certain changes in the laws of duplicate whist, as hereafter stated, a believes that whist-players gen will apply to straight whist st the special laws of duplicate applicable, and thus the alleg fects and deficiencies of the p code will be obviated."

The committee was compos P. J. Tormey, San Francisco, man; Gustavus Remak, Jr., delphia; Irving T. Hartz, Ch Robert H. Weems, Brooklyn sius M. Paine, Milwaukee.

The amendments, as adopt the report of the committee, as follows:

(1) Law "A." Amend paragra as to read: "Each side shall keep score, and it is the duty of the pla each table to compare the score made, and see that they correspon

(2) Law "A." Amend section 5 read: "In a match between two the total number of tricks shall be by two, and the team whose score o taken exceeds such dividend, wi match by the number of tricks in thereof."

(3) Law "D." Amend so as to "The trump card must be recorded, the play begins, on a slip provid that purpose. When the deal ha played, the slip on which the trum has been recorded must be place upwards by the dealer on the to cards, but the trump card must again turned until the hands are ta for the purpose of overplaying th which time it must be turned a face upwards on the tray until it dealer's turn to play to the first trick slip on which the trump card is re must be turned face downwards as the trump card is taken up dealer; if the trump card has been wise recorded, such record must a then turned face downwards

"The dealer must leave the trum face upwards on the tray until it turn to play to the first trick, w should be taken into his hand. not taken into the hand until aft second trick has been turned and q it is liable to be called.

"After it has been lawfully taken must not be named, and any naming it or looking at the trum or other record of the trump is lia have his highest or lowest trump by his right-hand adversary at an during the play of that deal befor adversary has played to any c

before the preceding trick is and quitted, in case it is the 's turn to lead. The call may be until the card is played, but it e changed."
w "G." Add an additional para- ia.: "A player may ask his ad- s if they have any of the suit re- ; but the question establishes ke, if it is his partner who has ed in error."
d the following: "Cards liable to 1.—The holder of a card liable led can be required to play it only ght-hand adversary; if such ad- plays without calling it, the ay play as he pleases; if it is the turn to lead, the card must be fore the preceding trick is turned ted, or the holder may lead as he
The unseen cards of a hand the table are not liable to be

rcing penalties.—A player hav- ight to call a suit loses such right, e announces to the adversary ning a trick, before the trick so such adversary is turned and what particular suit he desires

yer has the right to remind his hat it is his privilege to enforce , and also to inform him of the he can enforce."
yer has the right to prevent his from committing any irregu- cept renouncing in error."

nfirmation of the action of cutive committee, the con- nended the rules governing ntests for the Challenge so as to stimulate interest parts of the country. (See, enge Trophy.")
nnual report of the record- retary showed a member- one hundred and fifty-six the League, with a total ship of 31,733 persons, of number 8655 are active layers. New York State vith thirty-two clubs; Illi- Massachusetts, and Pennsyl- ave fourteen clubs each; rsey has twelve; Michigan, i, and Ohio, seven each; sin, six; California and Min- five each; Iowa and Ten- four each; Indiana, Rhode Island, and Washington, three each; District of Columbia, Maryland, Nebraska, and South Dakota, two each; and Colorado, Delaware, Kentucky, Louisiana, Oregon, Texas, Vermont, and West Virginia, one each. Among the cities, Brooklyn leads, with fourteen clubs; Philadelphia has twelve; Chicago, six; Albany and Boston, four each; New York, Providence, and St. Louis, three each; and Indianapolis, Toledo, Milwaukee, San Francisco, Los Angeles, Washington, Kalamazoo, St. Paul, Utica, and Seattle, two each. Thirty-one clubs were added to and eleven taken from the membership during the past year. The present membership is made up as follows:

	No. Clubs.	No. Whist-Players.	Total Membership.
Independent Whist Clubs	66	4,430	4,430
Departmental Whist Clubs	16	669	6,348
Chess and Whist Clubs	11	709	1,597
Social Clubs	52	2,194	12,677
Athletic Clubs	11	653	6,643
Total	156	8,655	31,695
Associate Members			33
Honorary Members			5
			31,733

The recommendation of President Barney, with regard to the establishment of a bureau for experimental play, was referred to the executive committee to report at the next congress. The committee on system of play was, on motion, continued, and directed to report to the executive committee at its midwinter meeting, and afterwards to the next congress.

It was decided to limit the League membership to one hundred and seventy-five clubs, and the associate membership to forty persons. One of the novel features of the congress was the publication of a daily whist journal called *Echoes*, which

was ably edited by Tracy Barnes, of Toledo.

The thirteen general contests participated in by the various teams and individual players resulted as follows: The Hamilton Trophy (fourteen teams contesting) was won by a team from the Philadelphia Whist Club, consisting of Dr. Joseph S. Neff, E. Stanley Hart, Leoni Melick, and W. T. G. Bristol. Out of the thirteen matches, not a single defeat was recorded against the Philadelphia team. The play was begun at two o'clock Tuesday afternoon, and continued every afternoon and evening for the rest of the week. In the final match, Philadelphia was opposed by the team from the Chicago Duplicate Whist Club (John T. Mitchell, captain; J. B. Norton, G. W. Keehn, and W. J. Walker). Philadelphia won by twelve tricks.

The contest for the first possession of the new Challenge Trophy was won, by sixteen tricks, by the following team from the Toledo (O.) Whist Club: Dr. Frank Hart, captain; Clarence Brown, C. H. Beckham, and C. L. Curtis. The other team in the final match consisted of E. Le Roy Smith, captain; C. D. P. Hamilton, C. F. Snow, and D. Muhlfelder, representing the Albany Whist Club. Fourteen clubs participated in this contest.

In the contest for the Minneapolis Trophy (*q. v.*) for club pairs there were fifteen entries. Six sittings were held, and F. W. Mathias and L. J. Mathias, the pair from the Toledo Whist Club, won, with the lowest losing score of 76, the next being 85.

In the contest for the Brooklyn Trophy (*q. v.*) for teams representing auxiliary associations, there were three contestants—the New York State, New England, a lantic Whist Associations. York was the victor, winnir matches against the other lantic won one match fro England and lost one to Nev New England lost both mat

In the first progressive match (Tuesday), forty-twc participated. F. S. Wilson L. Clark, of the Dartmouth New Bedford, made high north and south, with one h and fifty-two tricks; plus nine. William Gorton a McL. Jackson, of the Yachting Association, mad score east and west, with on dred and thirty-eight trick score, eight.

In the second progressiv match (Wednesday), there fifty entries. The Columbi letic team (Dr. George Wal George W. Morse) mad highest score north and with one hundred and eight tricks; plus score, eleven. Top-of-Nothing team (R. F. and Miss C. H. Schmidt) m highest score east and we hundred and fifty-eight plus score, eleven.

In the third progressive match (Thursday), there thirty-four pairs. The highes was made by E. T. Baker an Foster for north and soutl hundred and twenty-nine plus score, six; and for ea west two pairs were tied having one hundred and five with a plus score of seven. were Dr. George Walls and Henriques, and E. C. Kieb J. Bruck.

In the fourth progressive match (Friday), forty-four pai entered, and the successful v of the prizes were: Yale Bryant and N. B. Beecher),

th, one hundred and forty-
icks; plus score, thirteen.
New York (E. T. Baker
F. Foster), east and west,
ndred and fifty-nine tricks;
re, nine.
e first progressive fours con-
esday), for individual prizes
ed by the Trist Duplicate
Club, of San Francisco, thir-
tables were filled—match
win. The four from the
Whist Club (M. E. Ander-
P. Thayer, C. S. Davis, and
herd) won by twenty and
matches. Three teams
second place, and of these,
-of-Nothing team (R. F.
Miss C. H. Schmidt, E. C.
r, and Mrs. C. S. Water-
made the highest score for
being twenty points plus,
uffalo was seventeen.
e second progressive fours
sday), fifteen tables were
rick score to win. The suc-
contestants were H. K.
William C. Emerson, C. J.
mid, and C. F. Johnson,
ting the Cincinnati team.
core was two hundred and
cks.
ie third progressive fours
lay), nineteen tables were
natch scores to win. The
New York team was de-
he winner by thirteen and
matches, the players con-
the team being E. T.
Mrs. F. H. Johnson, Dr.
Walls, and Miss M. H. Camp-
he Top-of-Nothing team
Foster, Miss C. H. Schmidt,
Fletcher, and Mrs. C. S.
ouse) being second.
e fourth progressive fours
), nineteen tables were filled.
of Detroit (J. W. Weston,
Rogers, C. H. Springer, and
Leighs), tied with Nashville
Wright, Jr., C. S. Lawrence,
J. E. Shwab, and E. B. Cooper), the trick score standing two hundred and forty-two each; but on the match score Wayne won, being twelve and one-half matches to ten for Nashville.

In the progressive straight whist contest, on Saturday evening, twenty-two pairs entered. The winners were Mrs. Clarence Brown, of Toledo, and Walter H. Barney, ex-president of the League, who made one hundred and fifty-four tricks. Miss Bessie E. Allen, of Milwaukee, and William C. Harbach, of Des Moines, were second.

The highest scores for the individual events were mostly made by the advocates of the short-suit game, but in the main the long-suit game predominated. The teams which reached the finals in the two most important contests (Philadelphia and Chicago for the Hamilton Trophy, and Toledo, Albany, and American for the Challenge Trophy), are all adherents of the long-suit system.

It was decided to hold the eighth annual congress in New England, at a place to be designated by the executive committee.

The officers and committees of the League for 1897–'98, are as follows:

Henry A. Mandell, president, Majestic Building, Detroit, Mich.; E. Le Roy Smith, vice-president, 619 Broadway, Albany, N. Y.; Clarence A. Henriques, recording secretary, 25 West Forty-ninth street, New York City, N. Y.; L. G. Parker, corresponding secretary, L. S. & M. S. Building, Toledo, Ohio; Benjamin L. Richards, treasurer, Rock Rapids, Iowa.

Eugene S. Elliott, ex-president, Pabst Building, Milwaukee, Wis.; John M. Walton, ex-president, 4205 Chester avenue, Philadelphia, Pa.; Theodore Schwarz, ex-president, 517 Royal Insurance Building, Chicago, Ill.; Walter H. Barney, ex-president, Industrial Trust Co. Building, Providence, R. I.

Directors—Term expires 1900: S. St. J. McCutchen, 170 Broadway, New York; P. J. Tormey, 220 Sutter street, San Fran-

cisco, Cal.; Bertram D. Kribben, Bank of Commerce Building, St. Louis, Mo.; William Hudson, 932 Main street, Buffalo, N.Y. Term expires 1896; J. E. Shwab, Nashville, Tenn., John T. Mitchell, Union National Bank, Chicago, Ill., Thomas A. Whelan, Fidelity Building, Baltimore, Md.; Robert H. Weems, 220 Lincoln place, Brooklyn, N. Y. Term expires 1898: Geo. L. Bunn, New York Life Building, St. Paul, Minn., George H. Fish, corner Seventeenth street and Broadway, New York; George W. Morse, 26 State street, Boston, Mass.; Joseph S. Neff, M. D., 2300 Locust street, Philadelphia, Pa.; Cassius M. Paine, 28 Chamber of Commerce, Milwaukee Wis.

Committee on Laws—P. J. Tormey, San Francisco, Cal., Robert H. Weems, Brooklyn, N. Y.; Theodore Schwarz, Chicago, Ill.; Leoni Melick, Philadelphia, Pa.; Milton P. Smith, Baltimore, Md.

Tournament Committee—Walter H. Barney, chairman, Providence, R. I.

Committee on System of Play—George W. Keelin, Chicago, Ill.; Lander M. Bouvé, Boston, Mass., E. A. Buffinton, Jackson, Mich.; W. G. Bronson, Jr., St. Paul, Minn., Charles F. Snow, Albany, N. Y.; H. A. Mandell, Detroit, Mich.

Lander M. Bouvé, 687 Washington street, Boston, Mass., representative to executive committee from New England Whist Association.

L. J. Bruck, Ridgewood, N. J., representative to executive committee from New Jersey Whist Association.

Barrington Lesley, Jr., 69 First street, Albany, N. Y., representative to executive committee from New York State Whist Association.

C. D. P. Hamilton, Easton, Pa., representative to executive committee from Atlantic Whist Association.

General L. W. Heath, 701 Jefferson avenue, Grand Rapids, Mich., representative to executive committee from Michigan Whist Association.

American Whist League Challenge Trophy.—See, "Challenge Trophy."

Ames, Fisher.—An American whist author, and one of the chief disciples and exponents of the school of "Cavendish" and Trist. Mr. Ames was born in Lowell, Mass., January 24, 1838, and is a graduate of Harvard College. He has practiced law in the city of Boston for upwards of thirty years, having been for a large part of the time one of the assistant city solicitors. He comes of a renowned ancestry, his grandfather having been Fisher Ames, the great orator and tribune of the people during the stormy times of the forming of the Constitution of the United States. The father of the subject of our sketch was Seth Ames, one of the justices of the Supreme Court of Massachusetts, of whom it was said by the chief justice that his style in speech and writing embodied the purest and best English of this generation.

Fisher Ames has the scholarly attributes and qualities of his ancestors, all of whom, like himself, were Harvard men. He wrote "Modern Whist," which was published by the Harpers in 1879. His "Practical Guide to Whist" was published by the Scribners in 1892, and his "American Leads at Whist," in 1891. The latter books have had several revisions and gone through many editions. He is also the inventor of the Ames Whist Lesson Cards, by means of which the proper leads are taught, being indicated on the margins of the cards. Another helpful contrivance of his is "Whist in Brief" (1895), which he himself considers about as good as anything which he has accomplished in the whist line. It contains almost every essential direction for correct play in whist, all in the compass of a card the size of an ordinary playing-card (printed on both sides).

As a whist-player, Mr. Ames is studious, analytical, and conservative. He has studied all the methods and systems so that he may know how to meet them and occasionally adopt them as special hands may apply. However, his own system of play is the long-suit game with American leads, and is very effective. He resides at Newton, a suburb of Boston, and was

ng time a member of the
Club team, which held high
winning in two successive
nents of the New England
Association.

Practical Guide to Whist," by
mes, of Boston, is a valuable
ition of the "Cavendish"-Trist
f play.—*W. P. Courtney* [*L+O.*],
Whist."

her Ames has added to his book,
ical Guide to Whist," a chapter
"Some Modern Innovations in
in which he discusses all the
evelopments, explaining their
ion and criticising their merit.
s does not accept every new idea
ents itself. On the contrary, he
the conservative side, and so
does approve an innovation it is
rtain to possess merit. His plan
sing the questions is of great
e to students, as it gives them
derstanding of the plays, which
s desirable, even if they do not
a into practice.—*Whist* [*L. A.*],
97.

sement, Playing for.—The
t whist in played for amuse-
often made an excuse for
y by bumblepuppists. A
has no more right to inflict
ay upon his partner, or op-
, however, than he would
play wrong notes in music
bad grammar, simply be-
e found enjoyment therein.

In general entertain strange
concerning whist. Many say,
on't know much about the game.
ay for amusement. You must
t me to know about it. I haven't
." As well say, "Oh, I don't
ch about the meaning of words.
d for amusement 'Ivanhoe,' or
narch.' You must not expect
nderstand them. I haven't the
W. Pettes [*L. A. P.*], "*American Illustrated.*"

eople sit down nominally to play
hen suddenly one of them an-
to the consternation of his
that he is not there with any
ntion, but solely for his own
nt * * * Now, no one has the
objection to your amusing your-
ng as you do not annoy anybody
go further than this, and admit
ract right to amuse yourself at
ner's expense; but I protest
your expecting him to rejoice
with you in his own discomfiture.—"*Pembridge*" [*L+O.*]

Analyst.—See, "Whist Analyst."

Andrews, Mrs. T. H.—First president of the Woman's Whist League of America (*q. v.*), which she was largely instrumental in organizing, at Philadelphia, April 27–29, 1897. Although Mrs. Andrews had never played whist up to within five years prior to the organization of the League, she soon developed into a player and teacher of national reputation. She organized the Trist Whist Club, of Philadelphia, in 1894, and originated a whist tournament for women in the fall of 1895 (the first of the kind ever held), out of which grew the still broader idea of the Woman's League. On June 20, 1896, she was elected to associate membership in the American Whist League.

Mrs. Andrews is very successful as a teacher, her keen perception, quick insight into character, and ready sympathy contributing largely to the efficiency of her instruction.

Anson, George.—One of the foremost of English whist-players in his day. He was a brother of the first Earl of Lichfield, and served in the army as an ensign at the battle of Waterloo. Later in life he was made commander-in-chief of one of the Indian dependencies, and this was followed soon after by his appointment to the post of commander-in-chief of all the British forces in India. To him, John Loraine Baldwin first suggested his plan for revising the English whist laws. He was named second in the list of the best players he had ever met, by Lord Bentinck. His mode of play appears to have included some ideas which to-day would be classed with those of short-suit players. For in-

stance, he claimed that it was the height of bad play to lead from a long suit containing nothing higher than a ten if you had a suit with an honor to lead from, unless from strength of trumps there was a possibility of bringing in the small cards. He died in India, May 27, 1857, and his remains were brought to England and buried in Kensal Green cemetery, three years later.

Answering Trump Signal.—See, "Echo."

Antepenultimate Lead.—The lead of the last card of a suit but two, first announced by A. W. Drayson, in 1879, to indicate the possession of six cards. (See, "American Leads, History of.")

"Aquarius."—A pseudonym under which Lowes d'Aguilar Jackson, an English writer, published a number of books on the game. His best-known compilations are "Easy Whist" (1883) and "Advanced Whist" (1884). Copies of his books were sent to "Cavendish" for review in the *Field*, but the latter declined to notice them, as he considered them "downright rubbish."

A series of text-books, ranging from "Easy Whist" in 1883, to "Improved Whist" in 1890, have been favorably received by the younger lovers of the game. Their authorship is concealed under the title of "Aquarius," but he is understood to be Lowes d'Aguilar Jackson, a civil engineer.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Arbitrary Signals.—Signals to which a meaning is attached by agreement, as distinguished from natural inferences drawn from the fall of the cards. When the meaning of such arbitrary signals is known only to those originating or employing them, they are called private conventions (*q. v.*).

Arlington Club.—A c
whist club in London, w
1863, appointed a comn
nine to co-operate with J
raine Baldwin in revising
lish laws of whist. The
originally called the Turf
in order to rid itself of s
jectionable members, disse
reorganized as the Arlingto
on the club moved to the
it now occupies, and at t
time resumed its original n
ing now known as the Tur

"Artful Dodger, Th
Dickens's novel of "Olive
the *Artful Dodger*, when
dummy in *Fagan's* den,
mended for "wisely regul
play by the result of his
tions on his neighbor's car

Articles on Whist in
cals.—An attempt is here
present, in alphabetical o
titles of the more importan
that have appeared in Eng
American periodicals, u
subject of whist, from the
times to the present day.
taken in connection with
merous text-books and o
umes published upon the "
games" (see, "Books on
this list may well impress
dent with the magnitude
portance of the subject, w
engaged the attention of
the ablest minds of the da

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The Field, London, Jan. 31,
"American Leads," by "Merry
The Field, London, Jan.
March 28, 1885.
"American Leads," by "Mog
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20, 1884; Feb. 7 and March
"American Leads," by N. B.
las Browse Trist), *The F*
don, Feb. 28, 1885; March 28
"American Leads," by "Quis
Field, London, Feb. 21, 1885

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Ask for Trumps, The.—See, "Trump Signal."

Associate Members of the League.—The by-laws of the American Whist League provide that individual whist-players may be admitted as associate members of the League by a vote of the executive committee, provided they are not members of any League club. The aggregate number of associate members shall not exceed forty. Associate members have the rights of delegates at all meetings of the League so far only as to permit them to speak, make motions, serve on committees, and participate in contests for individuals; but they shall not be eligible to office, or privileged to vote unless otherwise qualified. The dues to be paid by each associate member are five dollars per annum. The number of associate members reported at the annual meeting of the League in 1897, after deducting eleven resignations, was thirty, as follows: Mrs. Isabella H. Adams, Mrs. Charlotte L. Ainswort Bessie E. Allen, Mrs. T. drews, Miss Susan D. Bidd Julia B. Bradt, Mrs. C Brown, Colonel A. S. Bu William E. Earle, H. H. F Mrs. S. B. Farnum, Richard Mrs. Martha W. Fenollos tain E. B. Fuller, Miss R. Harrison, Mrs. J. R. Hawle Holman, Mrs. M. S. Jenk E. Lundstrom, Mrs. Henry Mrs. William Henry Newbo Lillian C. Noel, Mrs. La Nowell, Mrs. J. W. Pillin Charlotte H. Schmidt, Mac Vicomtesse de Sibour, Mrs. E. Wallace, Mrs. Hattie Wa Miss Kate Wheelock, and S. sohn.

Attention at the Whist T. One of the first requisites whist is attention. No one attempt to play who is not to pay the game that respe tention which its high me mand. This cannot be too e urged upon the beginner, a other players as well wh the noble game by treatin they might euchre—as an for social intercourse and sation. Nobody can play that manner.

To become a whist-player, o learn *to see* what is taking plac his eyes, and *to comprehend* the of it.—"*Major Tenace*" (*J. O.*).

Carefully study your hand w take it up. * * * Having d keep your eyes constantly on t never looking at your hand, exc it is your turn to play. No one come even a moderately goo player whose attention is not c given to the table.—*James Clay*.

Atwater, Mrs. Frank highly-esteemed whist-wor Petaluma, California, whos work as a contributor to th journals, and as a teacher game, has made her kno

on the Pacific coast, but else-
e. She is an earnest student
hist for its own sake. For
al years she has taught a class
m ten to twenty interested
s, and many of them have be-
very proficient as players.
as persistently and continu-
efused remuneration of any
for her labors, the love of
being sufficient inspiration
r best efforts in its behalf. It
almost wholly through her
s, and those of her husband,
he Petaluma Whist Club was
ized and kept alive until able
nd alone. Mrs. Atwater was
an associate member of the
ican Whist League, January
96. She is also one of the
active and energetic members
e Pacific Coast Whist Associa-
of which she was elected cor-
nding secretary in 1897. She
advocate of the long-suit
and American leads. Mr.
ey says of her in the San
isco *Call:* "In the whist de-
ent of the *Call* Mrs. Atwater's
on is frequently asked, and in
e to her ability we will say
she is without doubt one of
reatest students and expert
rs in the State. Her writings
hist have attracted the atten-
of the whist world."

hority, Whist.—An authority
ist is one who has made the
t a profound study, and who
e to give opinions or advice
on correct principles and
knowledge. An expert
r who has tested every mode
y, and whose judgment and
ies recommend him to the
majority of players, is an au-
y upon whist-play.

ll the amusing types of whist-
s, perhaps the most amusing is
al whist authority who is in real-
y a third-class performer.—*A. W.*

Drayson [*L+A+*], "*The Art of Practical Whist.*"

Automaton Whist-Player, An.—Dr. Pole, in *Macmillan's Magazine* for January, 1876, described a wonderful automaton, exhibited at the Egyptian Hall, Piccadilly, London, which, among other things, could play scientific whist. The name of this marvelous contrivance was "Psycho." He was a little less than adult size, and sat cross-legged, Oriental fashion, on an oblong box, about 22 x 18 x 15 inches. The box, with the figure on it, was entirely detached and carried about by those in charge. When in action, "Psycho" was placed on the top of a strong hollow cylinder of transparent glass. The cylinder was placed on a loose wooden platform about four feet square, which in turn rested upon four legs about nine inches clear of the floor. Before the performance began the platform was turned over and shown, as was also the cylinder. When placed in position, the spectators were requested to walk around the figure, and to pass their hands over his head, to satisfy themselves that there was no wire or other means of communication between "Psycho" and the sides or ceiling of the room. A whist-table was now prepared, and three persons from the audience invited to play, "Psycho" making the fourth. The cards were dealt, and "Psycho's" taken up and placed upright, one by one, in a frame forming the arc of a circle in front of him. When it was his turn to play, his right hand passed with a horizontal circular motion over the frame until it arrived at the right card, which he seized between his thumb and fingers. Then, by a vertical movement of his hand and arm, he took it up, lifted it high in the air and exposed it to the view of the audi-

ence; after which the card was taken by an attendant and placed upon the table, to be gathered into the trick. "Psycho" also played other games at cards, and could add, multiply, and perform several tricks of conjuring. The figure was operated on the same principles as the automaton chess-player, "Ajeeb," in the Eden Musée, New York, and still more closely resembled the famous "Yellow Kid" automaton of the New York *Journal*, which was exhibited in 1896. All the figures named, it is said, were built by the same genius.

On one occasion, Coleman and [Charles] Reade went to the Egyptian Hall, when it was in the hands of Maskelyne and Cooke to see "Psycho" play a rubber of whist. Reade was convinced that he had discovered the mystery of the performance and mounted the platform with the object of proving his system to the discomfiture of "Psycho." The same result occurred to Reade that happens to the rash performers who play on a "system" at Monte Carlo. He descended from the platform the picture of the deepest woe. "To his astonishment he had been beaten easily almost ignominiously." His mortification was visible in his face and in his tones. He complained without ceasing that he had been beaten "three games running by a beastly automaton." *W. P. Courtney, L. O.: English Whist.*"

Auxiliary Associations.—The organization of the American Whist League was followed by the establishment of numerous subordinate leagues, inter-state associations, etc., in various parts of the country. At the close of the year 1894 there were in existence, among others, the following bodies: The New England Whist Association, comprising some thirty-odd clubs; the Interclub Whist League, of Brooklyn, N. Y., twelve clubs; the Interclub Whist League, of Albany, N. Y., twelve clubs; the New Jersey State Whist League, some five or six clubs; the State Whist League of Indiana, in process of formation, the Iowa Whist League, and the Interstate Whist League, formed at Portland, Oregon, with ten clubs. The Pacific Coast Whist Association had also been formed in San Francisco.

Among those who foresaw that such associations could be made a great element of strength in the American Whist League was P. J. Tormey, of San Francisco, and his suggestion, acted upon by the fourth congress, at Philadelphia, in 1894, led to the adoption of provisions in the by-laws of the League, June 21, 1895, whereby any ten or more clubs (at least three of which are members of the League) which are associated together for the purpose of promoting the game in any particular locality might be admitted to the League as an auxiliary association. Each association of this kind is "entitled to one representative to the executive committee of the League, with the privilege of the floor and of debate in matters relating to such association."

In 1895 the Interstate Whist League, organized the previous year at Portland, Oregon, changed its name to the North Pacific Whist Association. At its second annual meeting a membership of twenty-one clubs, representing eight cities, was reported. Its territory comprises the States of Oregon and Washington, and British Columbia.

The New England Whist Association, with a membership of thirty-five clubs, was the only auxiliary association represented in the League at the fifth congress, in 1895; but at the sixth congress the New Jersey Whist Association, composed of fourteen clubs, and the Indiana Whist Association, composed of ten clubs, were also reported as having been duly admitted. At the seventh whist congress, the Atlantic Whist Association and

:w York State Association
tter organized in 1897) were
presented, and similar asso-
s were reported as recently
ed in Michigan and Ten-

96, at Manhattan Beach, at
th congress of the American
League, a trophy for auxili-
ociations was first played for,
n by the New England As-
n; in 1897, at Put-in-Bay,
won by the New York State
tion. (See, "Brooklyn Tro-

al importance of associations be-
auxiliary to the League is that
secure a unification of interests.
essary adoption by such associa-
coming into the League, of the
es, and practices of our organiza-
ares harmony and uniformity in
tice of the game throughout the
which cannot be otherwise ob-
* * * These associations are a
esult of the League movement,
proper supplement to its work;
beyond question destined to be-
most important feature in the
ment of whist in the next decade.
Walter H. Barney [*L. A.*], *Ad-
dress before the A. W. L., 1897.*

The letter B is usually em-
in published whist games
ote the partner of A, the
laying against Y-Z; the
and; "south," in duplicate

Play.—Play made through
ice or carelessness, or both,
y tricks or games are lost at
A severe form of chronic or
ed bad play is known as
lepuppy" (*q. v.*). Bad play
times made by even the best
ers, through errors of judg-
A good player, however,
t stick to his bad play, or
it.

accustom yourself to judge by
nces. Bad play sometimes suc-
ben good would not.—*Thomas*
[*L. O.*].

Bad play is any kind of solecism perpetrated by somebody else; if by yourself, it may be either just your luck, *pardonable* inattention, playing too quickly, drawing the wrong card, or—in a very extreme case—carelessness, but it is never bad play. Sometimes the difference is even greater than this, and what would be bad playing in another in yourself may be the acme of skill.—"*Pembridge*" [*L+O.*].

Bad Player.—One who plays at playing whist, or who, in ignorance, carelessness, or with malice aforethought, manages to make life miserable for his partner at the whist-table; a bumblepuppist (*q. v.*). Deschapelles, the great French player, being suspected of revolutionary tendencies, a search of his private papers revealed a list of persons whom he had selected for the guillotine. Among these was a citizen against whom he had marked the accusation of being a very bad whist-player. Although a rather summary manner of disposing of such players, it is needless to say that Deschapelles' plan had many admirers.

The bad players are divided into two classes. The one set plays by rule, the other by instinct.—*C. Mossop* [*L+O.*], *Westminster Papers.*

The usual fault of bad players is that they play whist apparently with an absence of common sense, and commit acts which, in any business habits of life, would cause them to be considered little better than imbeciles.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

There is nothing so trying to the patience and temper as when there are three good players and one bad player. This bad player spoils the rubber, and entirely upsets all the calculations of the good players; and as there seems to be compensation in some games of chance, the bad player usually holds very good cards, and necessarily wins. He then boasts that, in spite of his adversaries being supposed first-class players, yet he won the rubber against them, so that he must be more skillful than they are.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Some twenty years ago I was playing whist, my partner being the governor, and one of my adversaries a distinguished

general. My partner played execrably, and lost when he ought to have won.

When our game had finished, the general said to me: "I pitied you having the governor for your partner, he is terribly bad, but it is to be expected."

"Why expected?" I inquired.

"Because he has been so long an ambassador and a governor, and is so very pompous, that no one presumes to find fault with his play, so he fancies he is a first-class player. If he had been accustomed as I was, when a subaltern, to be sworn at when he made a great blunder, he might have become a good player, but now it is hopeless."—*A. W. Drayson* [*L. A.*], *Whist, May, 1897.*

Baker, E. T.—A highly successful teacher of whist, and a fine player of the game, was born in Marion, Ohio, July 12, 1853. After leaving school he served several years in a bank in his native city, and then removed to Evansville, Ind. He was private secretary to the general freight agent of a leading railroad there for a time, and embarked in the telephone business with him in 1879. This business took Mr. Baker to Nashville, Tenn., in 1883, where he was treasurer and manager of a telephone company, and where, as a member of the Hermitage Club, he first learned to play the English five-point game of whist. Later he removed to Chicago, where he became acquainted with John T. Mitchell and others, who had just formed the famous Chicago Duplicate Whist Club. He played with Mr. Mitchell, as partner, all one winter, and in 1891 removed to New York; and on locating in Brooklyn he naturally became acquainted with Robert H. Weems, and was by him induced to join the Carleton Club. He played on the team of the Carleton Club for three successive winters in the Interclub Whist League, and was one of the team that first secured the handsome silver placque, the trophy of the League. Afterwards, as a member of the Union League Club team, he again helped to win this placque, and at this writing (October, 1897) it is once more held by the Carleton Club, of which he is a member. The Brooklyn Whist Club was started by Mr. Weems and Mr. Baker, who associated with themselves a number of prominent gentlemen who were interested in the game. Mr. Baker has been its treasurer ever since its organization, and was captain of its team at the Minneapolis congress and afterwards.

Mr. Baker has only devoted a portion of his time to teaching whist, but has been very successful in New York and Brooklyn during the last two years, having had in that time some of the best players as his pupils. Among these is Mrs. Baker, who is very thorough in both the long and short-suit game, and adapts herself to any kind of partner with ease. With her as a partner, Mr. Baker got into the finals at the first Woman's Whist Congress, in Philadelphia, and won second prize in the tournament of the New York Whist Club, in the spring of 1897, being in the lead up to the final game. At the recent congress of the American Whist League, at Put-in-Bay, he accompanied the president and treasurer of the Ladies' Whist Club of New York, Mrs. Johnson and Miss Campbell, whom he had instructed for a short time previously in the short-suit game. As a team of four, with Dr. Walls, of Washington, they tied for second place in the first match for fours, and in the third match they won first prize. Mr. Baker also won two other prizes in the pair contests.

Mr. Baker was, until a year ago, a firm believer in the long-suit game, although he never advocated or endorsed American leads. He played the American leads when

associated with those who preferred them, but always leaned toward the old leads in preference. During the past year he has given the short-suit theories and various fads that have been introduced into the game a thorough examination and trial, and has adopted and recommended as his choice what is known as the "Common Sense" game, or as he calls it, the "Combination" game (*q. v.*), with certain features and modifications of his own. He says: "That it is not a losing game, the result of my experience, and of scores of my pupils who have adopted it, will prove, and that it is a better intellectual exercise, and a more enjoyable game to play, all will testify who have once given it a fair trial."

Baldwin, John Loraine.—The father of the present English code of whist laws. Through his efforts a revision of the laws (which had received but slight alteration since the days of Hoyle) was brought about, and in 1864 he published "The Laws of Short Whist," to which was added a treatise on the game by James Clay. The fact that short whist (the five-point game) had almost entirely superseded the old style, or long whist of ten points, was one of the chief reasons for the revision of the laws. These were framed by a committee appointed by the Arlington (now the Turf) Club, and by this club submitted to the Portland Club. The latter appointed a committee (of which Henry Derviche Jones, F. R. C. S., father of "Cavendish," was chairman) to consider them. The Portland Club made some suggestions and additions, which were accepted, and on April 30, the Arlington Club, with the Duke of Beaufort in the chair, resolved unanimously, "that the laws of short whist, as framed by the whist committee and edited by John Loraine Baldwin, Esq., be adopted at this club."

Mr. Baldwin died in London in the latter part of November, 1896, at the age of 87 years.

Barney, Walter H.—Fourth president of the American Whist League, was born September 20, 1855, at Providence, R. I., the son of Josiah K. and Susan (Hammond) Barney. He was educated in the common schools, and in Mowry & Goff English and Classical High School, in which he prepared for college. He was graduated from Brown University in 1876, with the valedictory, and took the degree of A. M. in course, in 1879. He next studied law in the office of Colwell & Colt, and was admitted to the Rhode Island bar in January, 1879. He has been engaged in active practice ever since that time. From 1883 to 1894, he was associated with his old instructor, Judge Colwell, taking the place in the firm of the Hon. L. B. B. Colt on the latter's election to the United States judgeship. In 1893 the partnership was dissolved on the election of Judge Colwell as city solicitor. Mr. Barney has been engaged in many large corporation and equity cases, and has been in most of the important constitutional litigation carried on in his State. He was a member of the State legislature in 1892–'93, and in the city council from 1892 to 1896. He has been a member of the school committee of the city of Providence since 1888, and president of that body since 1889. He is very deeply interested in educational questions, and has been largely instrumental in bringing the school department of his native city to its present high state of efficiency. He

has been especially interested in the subject of special training for teachers, in the arrangement of the public school courses to meet the special requirements of different classes, and in the modification of the administration of the school department so as to eliminate politics and personal influence in the selection of teachers and other employees.

He has been interested in whist since his college days, and was among the charter members of the famous Narragansett Whist Club, of Providence, which was organized in 1884; was president of the club from 1892 till 1897, and has been active in the whist department of the Providence Athletic Association since its organization, and also as a member of the Providence Whist Club. He was a delegate to the First American Whist Congress at Milwaukee, in 1891, and has been present at every succeeding congress. He was chairman of the committee on constitution at the first congress, and reported the constitution under which the American Whist League was organized. He was elected recording secretary of the American Whist League at the first congress, and held that position till the fifth congress, at which time he was elected vice-president. At the sixth congress he was elected president, and after the custom of the League, retired at the next succeeding congress. He was a member of the committee on laws of the first and second congresses, and chairman of the special committee appointed to revise the laws in the interim between the second and third congresses. He was chairman of the committee on laws at the third congress which reported the final revision of the laws of whist. He was also a member of the committee on laws fourth congress, and made th jority report on the laws of cate whist which was adopt that congress. He took an part in the organization of th England Whist Association, i fall of 1894, and was its pre until the annual meeting of at which time he was elected orary director.

He has been actively inte in the movement for the forn of auxiliary associations in v parts of the country, especia the formation of the New State Association, of which h honorary member. In 1897 h made chairman of the tourn committee in charge of the ar ments for the eighth annual gress.

Mr. Barney is a skillful a thusiastic whist-player, and advocate of the long-suit gam American leads. He is als originator of an important im ment in the arrangement c players in duplicate whist ma By his method a difficulty is ted in the moving of playe trays in matches between tea eight. (See, "Duplicate Schedules.")

When several quartette teams c with each other, Howell's syst arrangement will be found th There are two methods: for odd a even numbers of teams. * * * T a choice between two systems of a ing even numbers of teams. The Mr. W. H. Barney's improveme Howell's system. The other is Mit which is better suited to social ings, at which persons naturally play all the time. The former more accurate for match play. *Foster* [*S. O.*]. "*Complete Hoyle*," p

There is little that has been wri the game but he has read and co considered, and but few whist p tions, modern or antique, but are shelves of his library. He has also the game from a mathematical an lytical side, and has worked out of the most intricate problems

, he has devoted weeks of labor, idreds of pages of figures, to an by the doctrine of probabilities alue of the G. W. P. play of the a king, knave, nine, in suits not ng the ten. He has also a very r prepared analysis of the situa- relative value of the lead of ace : from ace, queen, ten, nine, and ve, ten, nine. Some of his friends he would rather work out these s than to play the game itself. rever, will not admit that any- ıtranks the game in interest.— ıicher [*L. A.*], "*Whist Sketches*,"

Coup, The.—A strategic whist which originated at England, in the time of The fourth hand, holding k, and others, refuses to take when it is led, presumably, ing, queen, and others. He the ace and allows the king for the chance of winning xt two tricks, or perhaps ng the adversaries and profit- ill more by the demorali- which sometimes ensues. are circumstances under this coup, or any other non- tional play, is justifiable; but, ıle, it should be employed aution, as it may prove a ang.

habit of fourth-hand players is to he tenace, ace, jack, when a king is led originally. This is called h coup, and the suit must go three times for it to succeed in two tricks. The holder of the should equally make two tricks ng the ace at once, provided he t lead the suit back.—*R. F. Foe*.], "*Complete Hoyle*."

ader must be governed by circum- in making this play. If the ad- s are not likely to be deceived by ding up the ace, do not attempt strong in trumps, for you may ick, and can only gain the one from the tenace. But if you e enemy are likely to be misled oup, you should adopt it by all for under the most unfavorable ances you lose only one trick, u may gain three or four if the recks his hand by leading trumps he impression that his suit is es- tablished.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist*."

"Battle, Sarah."—An imaginary character described in one of Charles Lamb's "Essays of Elia." She was a gentlewoman with a great fondness for whist, and embodied Lamb's ideas of what a perfect whist-player should be like. Several ladies' whist clubs in the United States have been named in her honor.

When asked whether he regarded *Sarah Battle* as simply a creation of fancy or a real personage, "Cavendish" replied: "*Sarah Battle* I know nothing about, beyond what I have read in Lamb's 'Essays.' Many writers of fiction draw their characters from life, but you cannot be sure of Lamb's methods." W. P. Courtney, on the other hand, says: "Every one knows the perfect picture of a whist-player given to us in the person of *Sarah Battle;* and from Lamb's own opinions, and the habits of those around him at these festive gatherings, her character must have been painted."

"A clear fire, a clean hearth, and the rigor of the game." This was the celebrated wish of old *Sarah Battle* (now with God), who, next to her devotions, loved a good game of whist. She was none of your lukewarm gamesters, your half-and-half players, who have no objection to take a hand if you want one to make up a rubber; who affirm that they have no pleasure in winning; that they like to win one game and lose another; that they can while away an hour very agreeably at a card-table, but are indifferent whether they play or no; and will desire an adversary, who has slipped a wrong card, to take it up and play another. These insufferable triflers are the curse of a table. One of these flies will spoil a whole pot. Of such it may be said that they do not play at cards, but only play at playing at them.

Sarah Battle was none of that breed. She detested them, as I do, from her heart and soul, and would not, save upon a striking emergency, willingly seat herself at the same table with them. She loved a thorough-paced partner, a determined enemy. She took and gave no

concessions. She never made a revoke nor even passed it over in her adversary without exacting the utmost forfeiture. She fought a good fight—cut and thrust. She held not her good sword (her cards) "like a dancer." She sat bolt upright, and neither showed you her cards, nor desired to see yours. All people have their blind side—their superstitions, and I have heard her declare, under the rose, that hearts was her favorite suit.

I never in my life—and I knew *Sarah Battle* many of the best years of it—saw her take out her snuff-box when it was her turn to play, or snuff a candle in the midst of a game, or ring for a servant until it was fairly over. She never introduced or connived at miscellaneous conversation during its progress. As she emphatically observed, "cards were cards;" and if I ever saw mingled distaste in her fine last-century countenance, it was at the airs of a young gentleman of a literary turn, who had been with difficulty persuaded to take a hand, and who, in his excess of candor, declared that he thought there was no harm in unbending the mind now and then, after serious studies, in recreations of that kind! She could not bear to have her noble occupation, to which she wound up her faculties, considered in that light. It was her business, her duty, the thing she came into the world to do—and she did it. She unbent her mind afterwards over a book.—*Charles Lamb*, "*Essays of Elia*."

Beginner.—A beginner at whist is one who is learning, or trying to learn, the rudiments of the game. Strict attention to rules is necessary on his part; he must learn to creep before he can walk. When he has learned the rules, and become proficient in applying them, he may proceed to learn how to play in exceptional cases, often contrary to general rules.

Maxims and rules adapted for beginners are disregarded as the player advances. *Charles Mosop* [*L. O.*], *Westminster Papers, November 1, 1875.*

Beginners, Mistakes of.—Mistakes of beginners are excusable in a measure, especially if an effort is made to correct the errors and to profit thereby. Three common mistakes of beginners are thus stated by Milton C. Work [L. A. H.] in his "Whist of To-day:"

"1. Trying to learn all at 2. Imagining you know it all you know it half. 3. Try learn without combining p with precept."

A beginner who attemps to har weapons of the expert simply pla edged tools, which will probably one but himself and his partner. *Foster* [*S. O.*], "*Complete Hoyle.*"

Study and become familiar w laws and the leads. Play printed with the cards before you. Und the reason for each play. Play games with good players.—*G. H* [*L. A. P.*], "*American Whist Illu*

Bentinck, Lord Henry. originator or inventor of the signal, or "blue peter," as humorously dubbed upon pearance, the phrase being na and referring to a signal hois shipboard. He was born S ber 14, 1774, and was a brot the fourth Duke of Portland. 1827 to 1835 he was Governc eral of India. He was also eral officer in the army, col the Eleventh Dragoons, and ber of Parliament for Glasgc died June 17, 1839.

Lord Bentinck was one players at Graham's Coffee a celebrated whist headqu and was considered one of th players of his day, being only by James Clay. He h on being asked whom he con the four best whist-players k knew, mentioned Lord Gra the Hon. George Anson, and Lord de Ros. The fourth he not mention by name; but he to be inferred that he con himself entitled to the place. he did not mention at all.

Lord Bentinck was the in of the trump signal. He de or noticed some contrivanc high cards for the purpose ting trumps led; and, bein particular himself in the

ards, it occurred to him that logous means he could make ngement of the play of small whereby a similar request for ip-lead could be communi- to his partner. Clay repre- him as deeply regretting his ion of the signal later in life, use it deprived him of half lvantage which he derived is superior play." (See, also, np Signal.")

Henry Bentinck was another of the past generation, of high * * * He was no doubt a fine but *tenax propositi* to a degree litated against very perfect whist. ance, when he had made up his ot to be forced in trumps, I have im to allow a whole suit to be : in against him rather than take e. Again, he made no distinction a partners, playing the same game good as with a bad one, whereas of the highest class vary their o suit their partners. His strong as his accurate observance of the he cards. He was very particular he play of the small cards, and o doubt, led him to conceive the the call for trumps, which was his on.—"*Cavendish*" [*L. A.*], "*Card-talk.*"

: is a house in London which be the Mecca of all whist-players lieve in the new school and the nation" game; a shrine before they should bow respectfully as ntain-head of all that is modern in ne. This is 87 St. James street, is within sight of Marlborough Its fame rests chiefly on the fact was at one time known as Gra- Club, and that within its walls enry Bentinck first introduced the eter," or signal for trumps, which in playing a higher card before a hen no attempt is made to win k. That signal has been to the layers of the world like the pillar to the children of Israel. For an forty years it has led them up rn in the wilderness of arbitrary ions, but it has never brought o the promised land of better *R. F. Foster* [*S. O.*], "*Monthly ter.*"

: Card.—See, "Master Card."

lography of Whist.—See, s on Whist."

Blind Whist-Players.—When Disraeli in his romance, "The Infernal Marriage," represents the sage and prophet *Tiresias*, although blind, as a phenomenal whist-player, we are led to wonder where the author obtained his inspiration for this character. Had he lived in this country we might account for it by facts as strange as fiction which have came to light concerning blind whist-players in actual life, who enjoy the game with as much zest as their more fortunate partners. One of these is Henry K. Dillard, of 234 South Twentieth street, Philadelphia, of whom *Whist* of December, 1894, says: "He may never have delivered a great oration, nor led an army to victory, nor written an epic, nor created a great character in fiction, but he has, *without eyes*, become a master of the most intellectual game in the world." Mr. Dillard is a native of Philadelphia, and was engaged in business until 1883, when he was obliged to retire on account of the gradual loss of his eyesight, caused by a disease of the retina, which was brought on by overwork. He knew something of whist when overtaken by his misfortune, but through a suggestion made two years later he was not only able to continue the study of his favorite game, but to become an adept at it. The idea of raised cards was brought to his attention, and since then, through the devotion of his wife, he has been enabled to keep himself in active practice. Mrs. Dillard keeps constantly on hand, for his use, cards pricked by stencil in such a way that by his delicate touch he is able to play the game as readily and accurately as any others at the table, each player calling out his card as played. "Few men can discuss the finer points of whist with more intelli-

gence," says I. W. Holman, in speaking of Mr. Dillard. "As illustrating his remarkable memory, one evening during his visit in Chicago, at the end of a 'rubber,' a discussion arose relative to the first deal, when, to the astonishment of those present, he placed the entire fifty-two cards in their order of play from beginning to end."

Cecil Smith, a young student in the University of California, is another blind whist-player. He has made the game his favorite pastime, and plays it as quickly and as accurately as any good player, recognizing the cards he holds in his hands, and using them always to the best advantage. He has a little machine with which he punctures each card. So fine are the tiny holes made that none of the other players notice them. The cards are in no way marred for practical use, and may be shuffled as any other pack.

The following particulars concerning other blind players are contained in W. P. Courtney's "English Whist and Whist-Players:" "The enthusiasm for whist, which overcomes all obstacles, was never more markedly shown than in the case of some blind players. The system adopted by Stanley, the blind organist, and leader of the oratorio band in 'Drury Lane,' is partly explained by Lætitia M. Hawkins, in her 'Anecdotes' (1822). The cards were marked for him by his sister-in-law, and a pack was a 'great curiosity, eagerly acquired. The "court-card" system had slipped her memory, but the numbers of the pips were pricked on the others with a very fine needle,' the suits being marked in the different corners. His cards were arranged for him by some outsider, and 'each person as he played named the card which he had selected for that purpose.' Dr. Thomas Campbell, who came from Ireland in 1775 and wrote his 'Diary of a Visit to England,' described Stanley 'as a very agreeable person, and comely for a blind man.' He played with 'as much ease and quickness as any man' Campbell ever saw.

"Charles Bennet, the blind organist of Truro Church, played on the same plan, and soon became an expert. When Mr. Henry Fawcett lost his eyesight, his secretary, Mr. Dryhurst, himself a whist-player, devised a similar plan for his chief, who learned to play correctly with remarkable quickness. Three days after he had begun the experiment, he could play and win a game without making mistakes, and without hesitating over the cards longer than his antagonist."

Blocking.—Obstructing partner's long suit by failing to get rid in time of the commanding card in the same. (See, "Unblocking.")

Blocking a suit, keeping a high card of it, so that a player with a number of smaller cards cannot win tricks with them.—*R. F. Foster* [*S. O.*].

"Blue Peter."—A name familiarly applied to the trump signal upon its introduction in England, and used synonymously to this day. Sometimes it is spoken of simply as "the peter." Hence, to "blue peter," or to "peter," means to signal for trumps. Hence, also, the colloquial phrase, "to peter out," used without reference to whist. (See, "Trump Signal.")

In a poem entitled "The Blue Peter," published in the *Westminster Papers*, the nautical origin of the term is fully indicated, and at the same time the fondness of the fair sex for holding back their trumps is also mildly satirised. A

young lady is supposed to be speaking:

Oft when I see the cruel pennon flying,
How my heart bounds and palpitates, and thumps;
Sure, 'tis *enough* to set a poor girl sighing
To see this cruel flag—this call for "trumps."

Perhaps the *best* trumps—the *very* best of all,
My only one, may be, "my own dear Jack!"
And yet I'm bound to answer to the call,
And send *him* forth to strengthen the attack!

Is it not quite unjust—nay, almost "pelfish,"
For a strong tyrant *thus* my all to crave?
In honors rich himself, it seems so selfish
To wrest from me the *only one* I have.

Would it not be—I ask you, in all meekness—
Productive of results at least the same,
For him to leave me—pitying my weakness—
With little Jack to play *my* little game?

I hope he soon will go for his *last* sail;
Then, when I greet him once again on shore,
I'll pray, henceforth *new* methods may prevail
To ask for trumps, and "peters" fly no more!

The peter, simple in its inception, and ineffably stupid in its execution, * * * was the pioneer of the mass of wood-paving which has since been laid down.—"*Pembridge*," [*L+O.*], "*Decline and Fall of Whist.*"

Boardman, Emery.—The author of "Winning Whist," a harmonious system of combined long-suit and short-suit play, was born in Belfast, Maine, March 23, 1849, where he still resides. He received a seminary education; was admitted to the bar in October, 1873; married, June 13, 1878; has held the offices of city clerk, city treasurer, judge of police court, also of the municipal court; has been editor of the Belfast *Advertiser* and Belfast *City Press*. In his book he recommends the American leads from all suits, but not an invariable adherence to the long-suit system of play.

Mr. Boardman defines two styles of game—one the long-suit system, and the other as comprising the tactics of weakness, consisting of concealment, artifice, deception, finesse, underplay. It has always been our understanding that finesse and underplay are more particularly attributes of the long-suit game, and even the other tactics come within its scope. We cannot, therefore, subscribe to this classification.—*Whist* [*L. A.*], *Oct.-Nov. 1896.*

"Bob Short's" Rules.—"Bob Short's" Rules for playing whist appeared in 1792, and enjoyed great popularity, many editions being disposed of. It is said 7000 copies of the book were sold during the first twelve months. These rules were based on Hoyle, and only professed to be "Hoyle Abridged." They were compiled by Anne Lætitia Aikin, afterwards Mrs. Barbaud, the authoress of "Evenings at Home," and "Early Lessons for Children." The rules are herewith reproduced as a matter of interest and curiosity.

1. Lead from your strong suit, and be cautious how you change suits, and keep a commanding card to bring it in again.
2. Lead through the strong suit and up to the weak, but not in trumps unless very strong in them.
3. Lead the highest of a sequence; but if you have a quart or cinque to a king, lead the lowest.
4. Lead through an honor, particularly if the game is much against you.
5. Lead your best trump if the adversaries are eight [long whist] and you have no honor, but not if you have four trumps, unless you have a sequence.
6. Lead a trump, if you have four or five, or a strong hand; but not if weak.
7. Having ace, king, and two or three small cards, lead ace and king, if weak in trumps; but a small one if strong in them.
8. If you have the last trump, with some winning cards, and one losing card only, lead the losing card.
9. Return your partner's lead, not the adversary's; and if you had only three originally, play the best; but you need not return it immediately when you win with the king, queen, or knave, and have only small ones; or when you hold a good

sequence, have a strong suit, or have five trumps.

10. Do not lead from ace-queen or ace-knave.

11. Do not lead an ace unless you have a king.

12. Do not lead a thirteenth card, unless trumps are out.

13. Do not trump a thirteenth card, unless you are a last player, or want the lead.

14. Keep a small card to return your partner's lead.

15. Be cautious in trumping a card when strong in trumps, particularly if you have a strong suit.

16. Having only a few small trumps, make them when you can.

17. If your partner refuses to trump a suit of which he knows you have not the best, lead your best trump.

18. When you hold all the remaining trumps, play one, and then try to put the lead in your partner's hand.

19. Remember how many of each suit are out, and what is the best card left in each hand.

20. Never force your partner if you are weak in trumps, unless you have a renounce or can ensure the odd trick.

21. When playing for the odd trick, be cautious of trumping out, especially if your partner is likely to trump a suit; and make all the tricks you can early, and avoid finessing.

22. If you take a trick and have a sequence, win it with the lowest.

23. (Second hand.) Having ace, king, and small ones, play a small one, if strong in trumps, but the king if weak; and having ace, king, queen, or knave only, with a small one, play the small one.

24. (Third hand.) Having ace and queen, play the queen, and if it wins, return the ace; and in all other cases play the best, if your partner leads a small one.

25. Neglect not to make the odd trick when in your power.

26. Attend to the score, and play the game accordingly.

27. Retain the card turned up as long as possible.

28. When in doubt, win the trick.

Hoyle's more important teaching matter is essentially reproduced [in "Bob Short's" Rules], but with considerable alterations of the wording, mostly quite arbitrary and unnecessary. The division into chapters is also abandoned, which makes the book appear still more confused and unmethodical.—*William Pole* [*L. A.*], "*Evolution of Whist.*"

Book.—The cards comprising the first six tricks taken in play, and gathered into one lot. All the tricks taken above a book count toward game, one point for each trick.

Book Game.—The playing of whist in accordance with rules and directions given in books. A book game is one abounding in theoretical knowledge, but very often lacking the skill which comes from practice.

The game as laid down in the books is strategical and scientific, and embodies the wisdom and judgment of whist sages acquired after long, acute, and sound investigation.—*A. J. McIntosh* [*L. A.*], "*Modern Whist,*" *1888.*

What is required of the game of whist is to make the tricks by the most correct play. In very many cases the book leads are right, and you are not unreasonably to play contrary to their dictation; but do not surrender your common sense to a regulation.—*G. W. Pettes* [*L.A.P.*], "*American Whist Illustrated.*"

Some players seem fond of making mention of the fact that they do not play the "book game," prefer to play their own hand, in their own way, etc. An illiterate person might explain that he did not talk book English, but such explanation would be entirely unnecessary.—*Charles E. Coffin* [*L. A.*], "*Gist of Whist.*"

Do not run away with the impression that a thorough knowledge of all the conventionalities of the game will enable you to win every time you play, or will even give you any great advantage over those who do not possess this knowledge to the same extent. I am of opinion that a book knowledge of whist is of little value so far as winning games is concerned. Ignoramuses sometimes hit on plays that surpass the cleverest devices of genius. The great value of the conventional knowledge of whist lies in the fact that the game becomes an intellectual recreation, and the book-player derives an inward satisfaction from it that it does not yield to others.—*R. F. Foster* [*S.O.*].

Book-Player.—One who plays in accordance with the rules laid down in books, but who very often is lacking in practical knowledge of the game, or handicapped by a too rigid adherence to rule.

The book-player is a safe man as a partner, but is not very dangerous as an adversary.—*A. W. Dawson* [*L+A+*], "*Art of Practical Whist.*"

ok-player depends entirely on ledge of certain conventionali-ignals, and when he cuts in with o do not know them he is really than if he knew nothing.—*R. F. O.*], "*Whist Strategy.*"

oks of the Four Kings."—umorous expression, mean-ck of cards. Now obsolete.

used to be called in England es of the Four Kings." The best-istance is that said to be used by ri in "Retrospection," where she that it is a well-known vulgarity nd to say: "Come in; will you troke at the history of the Four —*W. P. Courtney* [*L+O.*], "*Eng-sh.*"

s on Whist.—A complete aphy of whist would num-ndreds of volumes. The ig is a carefully arranged tical list of the more im-works that have been pub-on the game. In this list found all those books which ected or influenced the de-ent of whist, from its in-own to the present day:

nced Whist," by "Aquarius" Jackson). London, 1884; New 4.
e to the Young Whist-Player," as Mathews. London and Bath, hteenth edition at Bath, 1828; k. 1857.
ican Hoyle, The," edited by ," New York, 1865; thirteenth a 1880.
ican Leads Simplified," by "Cav-(Henry Jones). London, 1891.
ican or Standard Whist," by G. eorge W. Pettes). Boston, 1880. litions.)
ican Whist," (by Jacob A. Hoek-riginally published in the Roch-Y.) *Post-Express*, 1888. Second 893.
ican Whist Illustrated," by G. . W. Pettes). Boston and New o. (Ten editions.)
f Practical Whist, The," by A. son. London and New York, 1897 it had passed through five

Essays, Clay's Decisions, and le Talk," by "Cavendish" ones). London, 1880.
non Sense in Whist," by Charles r. New York, 1898.

"Compend of Short Whist, A," by S. Seymour. Quebec, 1878.
"Correct Card, or How to Play at Whist," by Arthur Campbell-Walker, London, 1876; New York, 1876. (Thirteenth thousand published in 1885.)
"Das Edle Whist" ("The Noble Game of Whist"), by T. S. Ebersberg. Vienna, Leipsic, etc., 1836. (Eighth edition in 1888.)
"Decline and Fall of Whist, The," by "Pembridge" (J. P. Hewby). London, 1884.
"Duplicate Whist," by John T. Mitchell. Chicago, 1891; second edition, Kalamazoo, 1897.
"Duplicate Whist and Whist Strategy," by R. F. Foster. New York, 1894.
"Easy Whist," by "Aquarius" (L. d'A. Jackson). London, 1883; New York, 1884.
"Encyclopedia of the Game of Whist, Prefaced with Words of Advice to Young Players," by William Cusack-Smith. London, 1891.
"English Whist and Whist-Players," by William Prideaux Courtney. London and New York, 1894.
"Epitome of the Game of Whist, An," by E. M. Arnaud. Edinburgh, 1829.
"Evolution of Whist, The," by William Pole. New York and London, 1895.
"Foster's Complete Hoyle," by R. F. Foster. New York, 1897.
"Genie du Whiste," by Gen. Baron de Vautré. Brussels, 1843. The fourth edition appeared in Paris, 1847; fifth edition, Paris, 1848.
"Gist of Whist, The," by Charles E. Coffin. New York, 1893; fourth edition, New York, 1894; fifth edition, New York, 1896.
"Handbook of Whist, A," by "Captain Crawley" (George F. Pardon). London, 1863.
"Handbook of Whist," by "Major Tenace" (George W. Bailey). New York, 1886; second edition, 1888.
"Handbook of Whist," by "Trumps" (W. B. Dick). New York, 1884.
"Hands at Whist, The," by "Aquarius" (L. d'A. Jackson). London, 1883; New York, 1884.
"Hints to Whist-Players, A Few," by Percival Haslam. Privately printed in London, in the latter part of the eighteenth century.
"Home Whist," by "Five of Clubs" (Richard A. Proctor). London, 1885. Second edition, London, 1889; New York, 1889.
"Howell's Whist Openings," by Edwin C. Howell. Boston, 1896.
"How to Play Whist," by "Five of Clubs" (Richard A. Proctor). London, 1885; New York, 1885; London, 1889.
"Hoyle Abridged; or, Short Rules for Short Memories at Whist," by "Bob Short" (Anne Lætitia Aikin). Bath,

1792. Many editions. Over 7000 copies sold during the first year.

"Laws and Practice of Whist," by "Cælebs" (E. A. Carlyon). London, 1851; second edition, 1856; New York, 1859.

"Laws and Principles of Whist, The," by "Cavendish" (Henry Jones). London, 1862; New York, 1864; twenty-two editions up to 1897.

"Laws and Regulations of Short Whist," by "A. Trump, Jr." (William Pembroke Fetridge). London and Paris, 1882; New York, 1888.

"Laws of Short Whist," edited by John Loraine Baldwin; with a Treatise on the Game, by James Clay. London, 1864; New York, 1866. Several editions. Dutch translation, Gravenhage, 1878.

"Maxims for Playing the Game of Whist," by William Payne. London, 1773. (The first edition was published anonymously, about 1770.)

"Modern Scientific Whist," by C. D. P. Hamilton. New York, 1895; second edition, 1896.

"Modern Whist," by Clement Davies. London and New York, 1886.

"Modern Whist with Portland Rules, and Decisions Thereunder," by (A. J.) McIntosh. Utica, N. Y., second edition, 1888.

"Philosophy of Whist, The," by William Pole. London, 1883; New York, 1884. Fifth edition, London, 1889.

"Practical Guide to Whist, A," by Fisher Ames. New York, 1891. (Sixth edition, 1894.)

"Rationelle Whist, Das," by Ritter (Knight) Ludwig von Cœckelbergle-Dützele. Vienna, 1843.

"Short-Suit Whist," by Val. W. Starnes. New York, 1896.

"Short Treatise on the Game of Whist, A," by Edmond Hoyle. London, 1742. (Sixteen editions were published in England during his lifetime), Gotha (German edition), 1768, Vienna (French), 1776; Paris 1781; Amsterdam (Dutch), 1810.

"Short Whist, Its Progress, Rise, and Laws," by "Major A." (Charles B. Coles). London, 1834; sixteenth edition, 1864; eighteenth edition, with Pole's Essay on the "Theory of the Modern Scientific Game," 1865.

"Short Whist: to which is Added Long Whist by 'Admiral' (James Burney)," by F. P. Watson. London, fourth edition, 1846. (Burney's essay was originally published in 1821, a second edition appearing in 1823.)

"Theory and Practice of Whist," by "Captain Crawley" (George Frederick Pardon). London, 1865; tenth edition, 1876.

"Theory of the Modern Scientific Game, The," by William Pole. London (anonymously), 1864; London, 1870, with author's name; New York, 1872. (Seventeen editions up to 1897.)

"Traité du Whiste," by G. le Deschapelles. Second Partie, La lation. Paris, 1839. (Part I. nev lished.) English edition, called "' on Whist, with Laws." London,

"Traité du Whiste l'ingénu, ou à Trois," by G. le Breton Desch Paris, 1842.

"Universal Whist," by G. W. P. (W. Pettes). Boston, 1887. (Fo tions.)

"What to Lead," by "Cam" A. Lewis). London, 1865.

"Whist Developments, A Leads, and the Plain Suit Ecl "Cavendish" (Henry Jones). I 1885. (In later editions the latter the title was changed to "Unb Game.")

"Whist for All Players," by "(Crawley" (George F. Pardon). I 1873.

"Whist for Beginners," by C. T land. London, 1882; London, 18 York, 1884.

"Whist: How to Play and How t by Thomas Brittain. Mancheste land, 1882.

"Whist in Diagrams," by G. W W. Pettes). Boston, 1891.

"Whist, Its History and Practi "An Amateur," with illustrati Meadows. London, new edition,

"Whist Laws and Whist Decisio A. W. Drayson. New York, 1896.

"Whist Manual, A," by R. F. New York, 1890; three editions up

"Whist of To-day," by Milton C Philadelphia, four editions, 1896.

"Whist, or Bumblepuppy?" by bridge" (J. P. Hewby). Londo Boston, 1883; London, 1898.

"Whist-Player, The," by "Lieu Colonel B." (H. C. Bunbury). I 1886, second edition 1888.

"Whist-Player's Guide, The," b Morgan. London, 1881.

"Whist Sketches," by C. S. Bo Easton, Pa., 1892.

"Whist Strategy," by R. F. Foste lished in the same volume with h plicate Whist." New York, 1894

"Whist Table, The, A Trea Notes on the Royal Game," ed "Portland." New York, 1894.

"Whist Tactics," by R. F. Foste York and London, 1895.

"Whist Up to Date," by C. S. S. (Stuart Street. New York, 1896

"Whist Which Card to Lea "Cam" (Waller A. Lewis). Lond editions, 1865; third edition, 1866, edition, 1867.

"Whist, With and Without tion," by "Cavendish" (Henry London, 1889.

"Winning Whist," by Emery man. New York, 1896.

order to obtain even mediocrity at
t it is necessary to read some of the
s that have been written on the sub-
and it is better to read them all.—*A.*
Dawson [*L+A+*] "*The Art of Prac-*
Whist."

Boston."—One of the earliest
most popular offshoots of whist,
ially adapted for betting pur-
s. It is supposed to have orig-
ed in Boston. Rules for its play
: published in Paris as early as
. "Boston" is played by four
ons with a full pack of fifty-two
s. The dealer gives four cards
ach player, then four more, and
five. No trump is turned, but
ond or still pack is cut, and the
ard turned up for the trump.
suit to which it belongs is first
rence (after the manner of
renne"), and the other suit of
ame color is second preference.
two remaining colors are plain
for that deal. "Boston"
ly resembles "solo whist" (a
successful offshoot) in the mat-
f bidding, and one player play-
ingle-handed against the other
:. Each player, in turn, an-
ces the number of tricks which
willing to undertake to win,
lowed to name the trump suit;
lose a certain number, the
to proceed without trumps.
bids range from five tricks,
h is now called "boston"
ough formerly "boston" was
grand slam), to the winning
hirteen tricks (the "grand
"). To lose twelve tricks, with
privilege of first discarding a
which is not to be exposed, is
d the "little misère;" to lose
y trick, the "grand misère."
"little spread" is the same as
'little misère," with this addi-
al feature: the single player's
l is exposed on the table. To
every trick under the same cir-
stances is called the "grand
ad." The successful bidder
tries to win or lose a certain num-
ber of tricks, and the other three
players combine in their efforts to
prevent him from so doing. If he
is successful, his adversaries are
obliged to pay him a certain num-
ber of counters or chips, according
to a fixed schedule. If he fails, he
is obliged to pay each adversary,
also in accordance with a fixed
schedule. There is also a pool,
made up at the beginning of the
game, by each player depositing a
counter or chip in a small tray or
basket. This pool goes to the suc-
cessful player, provided he made a
bid of seven or better. If he loses,
however, he is obliged to double
the pool—*i.e.*, put into it an equal
number of counters. The game is
finished by the play of twelve
hands.

The stakes at "boston" depend upon the value of the counters. One cent for a white counter is considered a pretty stiff game; because it is quite possible for a single player to win or lose a thousand white counters on one hand, and the payments very seldom fall short of fifty.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

In "boston" and "boston de Fontainbleau," in addition to making the trump suit, instead of turning it up, further departures are introduced by naming the number of tricks to be played for, allowing the player to take all or none without any trump suit, and by "spreading" certain hands, without allowing the adversaries to call the exposed cards.—*R. F. Foster* [*S. O.*].

"Boston de Fontainbleau."—This is "boston" with slight variations. Instead of doubling the pool, the unsuccessful player puts into it an amount equal to that which he loses to each of the other players. The bids rank in a slightly different order, and there is an additional bid called the "piccolissimo." This means to win one trick exactly, after discarding an unknown card, there being no trump suit. The order of the suits is always: diamonds, hearts, clubs, and spades.

Honors are counted in the game abroad, but not very often in America. Unlike in "boston," a player, having once passed, cannot bid again; and before playing, the bidder who is successful may call for a partner, although this is not often done.

Boyce, Matthias.—See, "Mogul."

"Bridge."—An offshoot or variety of whist, played after the manner of dummy, with certain additions which greatly facilitate betting. Like "boston" and "solo whist," it lends itself readily to gambling purposes, and is largely used at the clubs by those who play for money. It is said to have originated in Athens, and to have spread thence to Russia and France, and from one of these countries to England, where in 1897 it had become a craze which was viewed with grave apprehension by the lovers of true whist. In a letter received from Walter M. Deane, of Bath, under date of September 6, 1897, occurred this doleful observation: "I regret to say that whist is greatly on the wane in England, owing to the prevalence of a gambling spirit that has favored the introduction of the game of 'bridge.' It is with difficulty now that at some clubs a whist table can be formed." "Cavendish" deplored the same state of affairs, and had not been to the Portland Club for over a year because "bridge" was in full possession. "It is disgusting," he wrote, "to think that the temple of whist has been thus desecrated."

All this seems to be but the natural outgrowth of the English mode of playing whist for stakes, although Charles Mossop, in a letter dated September 13, 1897, expresses it as his opinion that "Cavendish" and the American leads "had som to do with it," his idea bein Englishmen were driven fron by these innovations. It wo pear rather curious, though, case, that they should fly to a innovation, such as "bridge doubtedly is. It seems mo ural to trace the craze termi in "bridge" to the same which were at work when, i or thereabouts, English play the game of whist in two behest of the gamblers (see, Whist"), in order to make circulate faster at play. seems, they are ready (let us only temporarily) to throw whist altogether in favor of bling game pure and simple to be regretted that "bridg found its way also to Americ that many of our whist-p have yielded to its tempt They will undoubtedly live gret it, and more especially troduction into whist clubs, it is as much out of place as or other games of chance; esp as the by-laws of nearly ever prohibit play for money, a American Whist League record as opposed to such pl

The laws of "bridge" conf general to the laws of d whist, with certain exceptic cessitated by the difference two games.

The rubber, best of three is played, and the trump is de by the dealer, or may be pas him, at his option, to his p in which case the latter mu clare it.

A game consists of thirty scored by tricks, the same whist. The value of the points varies with the trum clared, being two in spades, clubs, six in diamonds, and in hearts. When "no trum

declared, the value of each trick point is twelve.

When trump is declared the honors are ace, king, queen, jack, and ten of the trump suit; otherwise, the four aces. Three honors count the same as two tricks in the suit declared for the side holding them; four honors count the same as four tricks, and five honors the same as five tricks. When held in one hand, four honors count the same as eight tricks; four in one hand, with one in partner's hand, equal nine tricks, and five in one hand equal ten tricks. When "no trump" is declared, three aces held by one side count thirty; four aces, forty; and four aces held in one hand, one hundred.

The slam adds forty points to the honor count, and the little slam, twenty points.

Chicane, one hand containing no trumps, is equal in value to simple honors. If the partner of a player having chicane scores honors, he adds the value of three honors to his score. If the adversaries score honors, an equal value must be deducted from their score.

When a rubber is concluded the total scores for tricks and honors (including chicane and slam) made by each side, are added up, and one hundred points are added to the score of the winners of the rubber. The difference between the two scores, when thus completed, is the number of points won or lost by the winners of the rubber.

As in dummy, there is no misdeal.

The dealer has the first privilege of declaring a trump, or "no trump;" in the latter case, the hand must be played without a trump suit. If he does not desire to exercise his privilege, he must say, "Make it, partner," and the latter is bound to declare a trump. Now we come to the most objectionable feature of the game. The dealer or his partner having made a declaration, the opponents have the privilege of going "over" or "doubling" the value of the tricks, if they do not think the other side can make the odd trick. The latter may "redouble," and then the others again have the say; and thus the thing may go on, like the "raise" in draw-poker, until one side or the other backs down. Here is where "bridge" reaches the level of poker. The raising of the value of the trick points does not, however, affect the value of the honors, slam, or chicane.

The dealer's partner holds the dummy hand, and as soon as all the preliminaries are over and the first card is led, the dummy hand is placed upon the table face upwards, and the cards are played by the dealer unassisted by his partner.

A significant section appears in the "etiquette of bridge," as follows: "While there is nothing in the code to prevent 'going over' *ad infinitum*, such a practice may be attended with undesirable results: such as carrying the cost of the game far beyond its original design. Therefore, it is suggested that one hundred points be the limit for any one trick."

Dummy "bridge" is played by three persons, usually in single games instead of rubbers, the winner of the game adding fifty points to his score. The original dummy remains such during the entire game, or rubber, if the rubber is played. Dummy is held by the player who draws the lowest card, and dummy always has the first deal. The dealer makes the trump from the hand for which he deals. The dealer's left-hand adversary is the only player who has the privilege

of "going over." Otherwise the play is the same as in "bridge."

In many clubs "bridge" has taken the place of whist, but I do not think "bridge" has come to stay. In my opinion, the two games will not bear any comparison.—*A. W. Drayson* [*L + A +*], *Letter, October 30, 1897.*

The game is played, after the lead of the first card, almost exactly as if it were dummy whist. The differences between the two games lie mainly in the declaration of trumps and the increasing values by going over, the differing values of suits, methods of scoring, and rubber count.—*C. R. Keiley* [*S. O.*], "*The Laws of Bridge*," *1897.*

In "bridge," the stake is a unit, so much a point. The number of points won or lost on the rubber may be only two or three, or they may run into the hundreds. The average will vary, according to the style of play: *some persons habitually bidding up hands to much beyond their value.* In settling at the end of the rubber, it is usual for each losing player to pay his right hand adversary.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

"Bridge" is one of the most valuable aids to whist that has ever been exploited, *entirely aside from the betting features of the game which are more or less reprehensible,* depending on the point of view. Anyone who plays the game cannot fail to be impressed by the vista of possibilities it opens up in the way of tenace and finesse illustrations. An exposed-hand game may not be whist, but one must learn to crawl before he can run, and "bridge" gives an opportunity for acquiring this primary knowledge. Again, it will teach the beginner as no other game that I know the advantage or disadvantage of extremely aggressive play.—*C. R. Keiley* [*S. O.*], *Letter, Oct. 11, 1897.*

Briggs, J. H.—A leading whist-player and whist analyst of the West. Mr. Briggs was born July 5, 1863, at Auburn, Maine, and after graduating at Yale, in 1885, immediately went to Minnesota, where he taught for a time, and then engaged in the life insurance business. In 1897, after a university course in assaying and mineralogy, he went to Oregon and engaged in prospecting for gold. He has always enjoyed sports and outdoor exercise. For three years he was a member of the Yale athletic team (captain in his senior year), and in 1895 he made the State record of 207 as a sharpshooter in Minnesota's champion militia rifle team. He has for many years been a devoted student of whist, and an expert in play and analysis. With his brother, O. H. Briggs (also a good player), he was a delegate from the Minneapolis Chess, Checkers, and Whist Club to the first congress of the American Whist League, in 1891. He was a delegate to the second congress, and chairman of the tournament committee, which position he also held at the fifth congress. At the third, fourth, and fifth congresses he was captain of the Minneapolis team which won the Hamilton Trophy in 1893, the Challenge Trophy in 1894, and which was beaten in the final match for the Hamilton Trophy in 1895. At the sixth congress he was a member of the St. Paul team, Minneapolis having no team that year. Mr. Briggs was elected a director of the League at the second congress, and re-elected at the fourth congress. (See, "Whist Analysts.")

Bring In.—To successfully manage the cards so as to take all the tricks in a suit, after the adverse trumps are exhausted. To overcome all difficulties and bring in the long suit of a hand is one of the chief objects of the modern scientific game.

Unless you have good cards of re-entry, or good prospect of holding long trumps, do not try to bring in a suit of which you have not perfect command.—*R. A. Proctor* [*L. O.*]

When your suit is once established, if the adversaries' trumps are out, and you can get the lead it is obvious you may make a trick with every card of it you hold, and this is called bringing it in.—*William Pole* [*L. A +*], "*Theory of Whist.*"

Brooklyn Trophy.—A trophy presented by the whist-players of Brooklyn, N. Y., to the American

League in 1896. It is in the a handsome shield, made ly polished hardwood, and inscribed. The trophy is ed for by teams of not less xteen players, representing y associations, at each an- ongress, under rules pre- from time to time by the ve committee. It is held by ociation winning it at the congress until the first day ollowing October. It is held to challenge from October 1 e end of the following May, m the last of May until the ngress, it is held by the win- the last match played for it June 1. The trophy remains perty of the League.

Brooklyn Trophy was played first time in 1896, at Man- Beach, by the New Jersey w England Whist Associa- nd was won by the latter by ricks. The New England tion afterwards again suc- y defended it against a ge from the New Jersey tion.

e seventh congress, at Put- 1897, the trophy was played three organizations—the ork, the New England, and lantic Whist Associations. ssociation presented twenty , and the arrangement was hat each league played a against each of the two The result was a victory New York State Associa- hich defeated New England e tricks, and the Atlantic tion by one, winning both s and the trophy. The At- beat New England by thir- cks.

h "Tramp Trays."—Early ear 1896, it occurred to W. h, of Austin, Texas, to send out a number of duplicate whist trays, with hands to be played by whist-players in various cities throughout the United States. The deals were prepared by the editor of *Whist*, having occurred in actual play, and being especially desirable for the opportunities which they contained for loss or gain. Mr. Brush had a large tin box made to contain the trays and accessories, and after a sufficient number of volunteers had been obtained to play them, and a route laid out, they were started on their way February 26, 1896, going from place to place by express. The route, with some variations (return journeys to States already visited), was as follows: From Texas to New Mexico, California, Utah, Washington, Montana, Dakota, Minnesota, Wisconsin, Iowa, Kansas, Tennessee, Missouri, Illinois, Indiana, Michigan, Ohio, Pennsylvania, South Carolina, District of Columbia, New Jersey, New York, Connecticut, Rhode Island, Massachusetts, Maine. Nearly one hundred sets of players agreed to play the hands, subject to rules which contained the following provisions: The party receiving the trays immediately notified the next one on the list, by means of a postal card found in the box, and also notified Mr. Brush, to whom copies of all scores made were forwarded as soon as possible after the play. The players in one city prepaid express charges to the next, attaching a shipping tag provided in the box. All players were on honor not to examine the previous scores before playing the hands, and no player was to examine the hands in the trays, or allow anyone to do so, prior to playing the same, in order that all players might have absolute confidence that all scores were honestly made. In case the cards

in any of the trays should get mixed, an envelope marked "Paine's Whist Hands" was provided, containing information by which they could be rearranged. By June, 1896, the trays had arrived at Milwaukee, Wis., and on July 14, 1897, they were at Ashtabula, O., which was number fifty-one on the list. Mr. Brush wrote us about that time, stating that although the progress made had been very slow, he was in hopes that the trays would move faster in the East than they did in the West. He said: "These 'tramps' will have covered over twenty thousand miles when they get to their journey's end." On September 3, 1897, they were at Fredonia, N. Y.

Buell, Mrs. Sarah C. H.—An excellent teacher of whist, and a player of more than local reputation, residing at Providence, R. I. Mrs. Buell has been familiar with card games all her life, and in years past, when considered a hopeless invalid, was wont to bury herself in her whist-books and forget her aches and pains. Thus she became thoroughly acquainted with the theory and science of the game, and this was very noticeable in her play. Friends urged her to take up the teaching of the game professionally, and in the spring of 1896 she formed her first classes in Providence. Since then she has taught in other places as well. *Vogue* of July, 1897, said: "Mrs. Buell has had the advantage of living amid whist surroundings, the effects of which are readily seen in her game. Mr. Walter H. Barney, president of the American Whist League, is among those who appreciate the fact that Mrs. Buell is a partner at whist to be desired, and an adversary to be feared."

"Bumbledog."—A hu variation of the word "b puppy" (*q. v.*), intended t vey the idea of a bad player a who has grown gray in th tice of bumblepuppy; one irreclaimable and hopeless c whist-butchers.

"Whist" and "bumblepuppy long been clearly defined and ac classics; but there also exists, i playing circles, a manifestation c tricity in principle and metho compels classification as "bum This variety of whist is confine games played by elderly gentle stubborn disposition—those cou time cavaliers who fancy they whist in the early part of their and who still persist in counting card" as if there were now anyth by which to count. These droll gentlemen always talk over th and bumble worse than the wor bumblers. "That's my king"— the best out"—"Now I want the "Why didn't you return my hear a few of their pet phrases. They take tricks—these obstinate old dogs do—and to force a partn from a sneak, and play entire reference to their own hands, a few of their exasperating offen their minds, age and custom hallow their nefarious practices younger whist-player, or even an "bumblepuppy" who ventures t monstrance, is met with the jocos "Teach me whist? Why, bless y I played whist before you were On account of respectable coun these wicked bumbledogs are cl in society; and so go quaintly way, always demanding young ners at table, always rejecting ac any suggestion or advice, and in disrupting the harmonious flow o game. Dear old bumbledogs! your gray hairs and shaky ha respect your clean life-records a less linen; we dote on your old-f lantry and thread-bare jests; but we dare to say it—we detest your whist-playing, and when cards we shall dodge you whenever w *C. E., Whist, March, 1895.*

Bumblepuppist.—A pers imagines himself a whist- but is only a player of b puppy; a bad player.

The bumblepuppist, like A r Ward's bear, "can be taught mus

things, but is unreliable;" he only
s his own eccentricities, and if a
of respectable antecedents gets up
pyrotechnic display of false cards
own private delectation, the bum-
pist utterly misses the point of the
he fails even to see that it is clever;
a comparison may be drawn with-
ense, he doesn't consider what is
for the goose is sauce for the gan-
'*Pembridge*" [*L+O.*].

ible puppy.—Playing at whist
norance or defiance of the
or both. This ludicrous de-
ion of bad whist-play is a
ncial English term, and was
ually used to describe the an-
game of nine-holes, of which
ton sings:

happy wags which let their cattle
stray,
ne-holes on the heath while they
ogether play.

ne-holes was a game in which
holes were made in the ground
e angles and sides of a square,
he purpose of bowling a ball
hem according to certain rules.
quare naturally suggested the
table, and in that manner the
lar designation of nine-holes
to be applied to the blunder-
ttempts at whist made by the
or the wilfully ignorant and
rse. The word is used in this
in a note in Strutt's "Sports
Pastimes" (1801), volume 3,
er 7, page 242. In the London
day Review of October 25,
we find "bumblepuppy, or
stic whist, at shilling points"
n of. And in *Longman's*
zine, volume 6, page 597
), there is mention of "a com-
form of home whist called by
bridge' bumblepuppy." It
'Pembridge" (J. P. Hewby)
was really responsible for the
al acceptance of the term by
hist world. In his delightful-
morous lectures on whist en-
"Whist, or Bumblepuppy?"
he discourses as follows: "'Bumble-
puppy was played in low public
houses.' 'Here and there were
bumblepuppy grounds in which
players rolled iron balls into holes
marked with numbers.'— *Chroni-
cles of Newgate*. From which I
infer that in the good old times this
game first drove its votaries to
drinking, and then landed them in
a felon's cell." And he might have
added that heavy consequences have
also been known to fall upon the
unfortunate partners of bumble-
puppists who went unsuspectingly
with them to the whist table. In
fact, it is claimed by some that
bumblepuppy is responsible for not
a little insanity. "Pembridge," evi-
dently forgetful of this, spreads
broadcast the following rules for
the practice of bumblepuppy:

1. Lead a singleton whenever
you have one.

2. With two small trumps and no
winning card, lead a trump.

3. Ruff a suit of which your part-
ner clearly holds best, if you are
weak in trumps.

4. Never ruff anything if you are
strong.

5. Never return your partner's
trump, if you can possibly avoid it,
unless he manifestly led it to bring
in a suit of which you led a single-
ton.

6. Deceive him whenever you get
a chance.

7. Open a new suit every time
you have the lead.

8. Never pay any attention to
your partner's first discard, unless
it is a forced discard. Lead your
own suit.

9. Never force him under any
circumstances unless you hold at
least five trumps with two honors;
even if you lose the rubber by it,
play "the game!"

10. Devote all your remaining
energies to looking for a signal in

the last trick. If unable to discover which was your partner's card—after keeping the table waiting for two minutes—inquire what trumps are, and lead him one on suspicion.

"I really do not know what to lead." The lady or gentleman who habitually indulges in this apostrophe had better say at once, "I really do not know how to play."—*A. Hayward (O.)*.

A player of this bumblepuppy game, who has been lucky in getting a number of good hands, does indeed arrogate to himself the character of a good player.—*R. A. Proctor [L. O.], Longman's Magazine, February, 1885.*

Their game is a miscellaneous scramble for tricks with master cards, and their ideal a ruff. After the smoke of battle of the aces and kings has cleared, their minor cards are either helpless or but factors of chance. Doubtless this affords them amusement, and they fancy they are playing whist.—*C. S. Boutcher [L. A.], "Whist Sketches," 1892.*

In this, as in other whist points, he must reason, and if he cannot reason, he cannot play whist. That there are a large number of players who think they play whist, and do not reason, it is too true, but we say that such play may be bumblepuppy, or some other game—it certainly is not whist.—*Charles Mossop, L. + O.], Westminster Papers.*

In the library or drawing-room a table is made, and A says, as he looks over his thirteen cards, "I declare I don't know what to play!" B responds, "You would if you had *my* hand; it's awful!" And C says, "Well, play *something;* I can follow suit to *anything!*" And D groans, "Yes, give us something; I want to get through with *this* hand!" Not one of the party happens to hold three aces, three kings, three queens, and four trumps—and is not satisfied. They do not think that among them are distributed all the cards there are, and that it is by the best use of such as each may chance to hold, the great game is played.—*G. W. Pettes [L. A. P.]*.

It is often said that every one in England loves whist. It would be truer to say that every one loves a game which is supposed to be whist. But ninety nine out of a hundred of those who suppose they play whist hardly know what the game is. The game at which they really play has been called by the ingenious "Pembridge" bumblepuppy. It is a sort of blunder-blindfold game, which must be interesting, I suppose, since so many play it. Nay, let us be honest. Even we who know what whist is (which is by no means claiming to play finely) have most of us had a period of bumblepuppy.—*R. A. Proctor [L. O.], Longman's Maga. February, 1885.*

Specimen of bumblepuppy *in exc* Score, love all. Trumps, diamond Z is a bumblepuppist with the hig opinion of himself:

Tricks	A	Y	B	Z
1	♡ 5	♡ 6	♡ 2	♡ 4
2	◇ 2	◇ 5	◇ 4	◇ K
3	♠ 3	♠ K	♠ A	♠ 4
4	♠ 7	♠ J	♠ 2	♠ Q
5	◇ 8	◇ 10	♠ 10	♠ 9
6	◇ 3	◇ 7	◇ 6	◇ Q
7	♣ 3	◇ J	◇ A	◇ 9
8	♣ 4	♡ 8	♠ 8	♣ 2
9	♣ 6	♣ 8	♠ 6	♣ 9
10	♣ 7	♡ Q	♠ 5	♣ J
11	♡ 10	♡ A	♡ 3	♡ 9
12	♡ 7	♣ A	♣ 5	♣ K
13	♡ J	♣ Q	♣ 10	♡ K

This is the worst hand ever play without exception; it is a microco complete in itself, and contains exam of stupidity, selfishness, duplicity, d ance of all recognized principles, every conceivable villainy.

Trick 2.—The misplaced ingenuity deceiving Y as to the position of queen is worth notice.

Trick 3.—The lead of the only su suit, in preference to the strong suit clubs, playing up to declared weakne hearts, or returning the trump, is w neat.

Trick 5.—The force here of the tru leader, inducing him to believe that Z any rate holds the remaining spades. illusion carefully fostered by B, is esp ially good.

Trick 7.—The return of the trump this point, with the best trump (probab and three long spades (certainly) declar against him in one hand, is a real gem "*Pembridge*" [*L. + O.*], "*Whist, or Bum puppy?*"

Bumper.—Winning two gam running before the adversaries ha scored. (An English term.)

Bunn, George L.—George Bunn, whist analyst, and editor the questions and answers depa

Whist, was born at Sparta, ne 25, 1865. Moved with nts to Madison, Wis., in s graduated from the Uni- f Wisconsin, June 24, 1885. me interested in the game ie year 1880, through the t both his parents were ayers, and he was often on to take a hand in their Before leaving college he unted a fairly good player, a thorough study of Pole, "Cavendish," and "G. he rapidly improved. In 88, he was admitted to the in September of the same emoved to St. Paul, where sided ever since, being at ing district judge of that e joined the St. Paul Whist n after his arrival, and also a member of the Minneap- st Club, and of the Caven- ist Club of St. Paul. He is first appearance at the ngress of the American eague, in Chicago, as a of the Minneapolis team on the Hamilton Trophy. nable to attend the fourth , but played at the fifth, in olis, in 1895, with the St. m, which was defeated by miltons; and likewise in t Manhattan Beach. He n the Minneapolis team in of 1894–5 in its challenge for the A. W. L. Challege the team winning every layed. He was a member t. Paul team that won this at St. Louis in January, d played with that team in equent matches during the nning every match.

Bunn was elected a director American Whist League in He edited a whist column t. Paul *Globe* for one year, ng January 1, 1896, but abandoned it upon his appointment as a judge of the district court. He has always been a consistent advocate of the long-suit game, although willing to give new ideas a fair trial. His labors as a whist analyst consist largely of published analyses of deals played in trophy matches, noteworthy deals played by himself and associates, and deals submitted by correspondents. He has also written many original articles, both elementary and on advanced points in play.

There are few better whist-players in this country to-day than the captain of the St. Paul team, George L. Bunn. His analyses of the recent A. W. L. hands are the best we have, and the published records of his individual play show that very few tricks escape him in a match. But Mr. Bunn is not a short-suiter. On the contrary, he is bitterly opposed to the short-suit game.—*R. F. Foster* [*S. O.*], *New York Sun*, *March 22, 1896*.

We congratulate ourselves, and our readers, upon having arranged with Mr. George L. Bunn, the well-known whist expert, to take charge of our "Whist Catechism" department. As a player he ranks with the finest in the country, and his powers of masterly analysis have earned him a well-deserved and well-established reputation. No department of this journal more fully combines the features of present interest and permanent value than the "Whist Catechism," and it could not possibly be in more capable care. Mr. Bunn's acknowledged ability is now at the service of our readers, through these columns, and they could not have a sounder authority to which to refer as adviser, or as referee in disputed points of play.—*Whist* [*L. A.*], *June, 1897*.

Burney, Admiral James. — A very skillful player of whist, and a friend of Charles Lamb. He published, in 1821, "An Essay, by Way of Lecture, on the Game of Whist," in which he criticised the opinions of Mathews. His death occurred suddenly in November of the same year, and in 1823 a second edition of his book was published, with the title changed to "A Treatise on the Game of Whist." In 1842 the title

was again changed by Francis Paget Watson, who incorporated the essay in his volume on "Short Whist," calling Burney's work, "Long Whist, With Instructions for Young Players."

Bye, Drawing The.—In duplicate whist matches it sometimes happens that three sets of adversaries can meet only two at a time, in which case one set must sit out during the first round. This is decided by lot, and those who remain out are said to draw the bye.

Bystander.—One who witnesses a game of whist without being actively engaged; a spectator.

In all cases of dispute, the bystanders shall act as umpires.—*Deschapelles* [*O.*], "*Laws*," *Section 132*.

No bystander has a right, either (1) to walk round the table at which the game is playing; or (2) even to place himself so as to be able to look over two hands.—*Deschapelles* [*O.*], "*Laws*," *Section 138*.

Bystanders should make no remarks, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.—*Etiquette of Whist* (*English Code*).

Bystanders should not, in any manner, call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission; nor should they walk around the table to look at the different hands.—*Etiquette of Whist* (*American Code*).

If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and bets on that game or rubber. A bystander, by agreement among the players, may decide any question.—*English Whist Code, Sections 88 and 89*. (See, also, quotations under "Disputes About Penalties.")

"Cœlebs."—A pseudonym of Edward Augustus Carlyon, a Cornishman, who was born near St. Anstell in 1823; called to the bar at Lincoln's Inn, London, 1850; and subsequently removed to land, where he died, a December 4, 1874. His " Practice of Whist," first in 1851, contains his fa sumed name, which wa "Cœlebs," but in subsec tions "Cælebs" was ad This has occasioned some of opinion as to which fo rect. His book is the firs the game which contain ence to the trump signal, peter," as it was then cal second edition, published contained the laws which "specially revised, in c with the rules of the Club." "Cælebs's" chief ity in the leads is that l mends always the lead highest or lowest of a suit intermediate card. He al avoiding leads from suits ing tenace, and stopping from those that develop in suits. He is celebrated maxim: "Strong cards of themselves; scheme, th protect the weak." An his book was published York in 1859.

Calcu ation.—One of damental principles of p cated by Hoyle, Mathews, successors. Calculation, tion, and position, or ten the three points specially served by the player who be successful. It is needl that this holds good to-da

Calculation teaches you to game, and lead originally to —*Thomas Mathews* [*L. O.*].

"Calculation Puzzle, An enthusiastic but easily and generally unfortunat of Hoyle, satirized in " mours of Whist" (*q. v.*).

ulation Puzzle, a passionate ad- f whist, and one of that numerous men who imagine themselves layers, yet always lose.—*W. P.* 7 [*L+O.*], "*English Whist.*"

. The.—In long whist, when score of eight, and having nors in his hand, one partner ed of the other, "Can you —that is, "Have you an ?" If so, the game was ended, e honors counted two points side holding them. It was stom to thus call as soon as nds were taken up, in order rtner, if he did not hold an might lead trumps at the pportunity. (See, "Trump .")

Whist, vol. 3, p. 156, "Cavendish" as a curious custom, in the old ist, of a certain intentional irreg- in "calling honors," which was ood to be a request for the part- lead trumps, as mentioned by Mathews, and a writer in 1821, l Barney. The latter says: "This bend to be an intrusion on the es and integrity of whist, but hav- a allowed and generally practiced, tands, and is to be received as part ame." The contrivance can hardly ived as anticipating the modern or trumps, though it may be fairly as a precedent for the common nce of the latter, when "allowed nerally practiced."—*William Pole*], "*Evolution of Whist.*"

for Trumps.—See, "Trump ."

ing a Card.—Naming a card has been improperly played osed, and requiring the player e it, face up, on the table, so may be played whenever an ent wishes. Such a card is l as a called card. (See, s Liable to be Called.")

ing Attention.—Partners are llowed to hold communica- ith each other by means of ritimate play of their respec- ands; *i. e.*, they may make use only of the language of the cards. An exception to this occurs in the English game, where it is allowable to ask a partner whether he has not a card of the suit which he has renounced, thereby calling his attention to the fact, and saving a possible revoke. Another exception occurs in duplicate whist, as played in America, where, in accordance with a new law adopted in 1897, a player is now permitted to ask the adversaries if they have any of the suit renounced; but the question establishes the revoke if it is his partner who has renounced in error.

If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led or, if he has none, to trump or not to trump the trick.—*Laws of Whist* (*American Code*), *Section 35.*

Calling Honors. — In the English game, honors must be called or claimed before the trump card of the following deal is turned, or they cannot be scored. In the American game, honors are not called nor scored.

"Cam."—A pseudonym used by Waller Augustus Lewis, an English whist-player of note, author of "Whist: Which Card to Lead." This work, first published in London in 1865, at once became popular; a second edition being issued the same same year, a third in 1866, and a fourth in the year following. The author was a physician by profession, being chief medical officer of the London post-office. He died at Whitby, September 8, 1882.

Campbell - Walker, Arthur.—Author of "The Correct Card, and How to Play at Whist," which was published in 1876, and by 1880 had reached a sale of 9000 copies, its

fame being world-wide. Drayson, in the preface to his "Art of Practical Whist," mentions it as one of the valuable works on whist then in existence. Captain Campbell-Walker served in the Seventy-ninth Cameron Highlanders, and later as captain of the Queen's body-guard. He died at 29 Palmeira square, Brighton, April 2, 1887.

Canadian Whist League.—The first Canadian whist tournament was held at the rooms of the Victoria Club, Toronto, Ont., April 3, 1896, and at this tournament steps were taken for the organization of a whist league. By the rules of the tournament, a club might enter one or more teams, and teams might be made up of members of different clubs, or of individuals representing no club, providing they called themselves by some distinctive name. Twenty-two teams of four players each were brought together, as follows:

	Teams.
Victoria Club, Toronto (A, B, and C)	3
Conservative Club, Toronto (A, B, and C)	3
Comus Club, Toronto (A and B)	2
Canoe Club, Toronto (A and B)	2
West End Club, Toronto	1
Wanderers' Club, Toronto	1
Toronto Athletic Club, Toronto	1
Athenæum Club, Toronto	1
Thirty Club, Toronto	1
"Cavendish" Club, Toronto	1
Royal Canadian Yacht Club, Toronto	1
Orangeville Whist Club	1
Woodstock Whist Club	1
Collingwood Whist Club	1
Hamilton Whist Club	1
Midland District Combination	1

The contesting clubs were divided into three sections of eight clubs each, but as two clubs made default, two of the sections were short one team each. The score was kept by matches of twelve hands each at duplicate whist, and tricks decided whenever a tie was made by two or more clubs. A match won counted one point, and a tie half a Each team in a section playe match with every other team section. The result of the pr nary section matches was a lows:

Midland District	
Victoria (A)	
Victoria (C)	
Canoe (B)	
Canoe (A)	
Athenæum	
Victoria (B)	
Conservatives (B)	
Woodstock	
West End	
Comus (A)	
Comus (B)	
Hamilton	
Toronto Athletic	
Collingwood	
Royal Canadian Yacht Club	
Conservatives (A)	
Orangeville	
"Cavendish"	
Conservatives (C)	
Wanderers	

By the rules, the leading te each of the three sections an team with the fourth-best rec the tournament were entitl play in the semi-finals. These as follows:

Section 1. Victoria (C)	
" 2. Midland	
" 3. Victoria (B)	
Fourth-best, Victoria (A)	

The semi-finals and finals played off on the second da matches being twenty-four each. The players in the four teams were as follows:

Victoria (C), Toronto.—Walter Samuel May, V. C. Brown, S. B. W

Midland District.—Dr. R. A. L and W. C. Herrington, Napanee, J. W. Burton and A. Winslow, Port

Victoria (B), Toronto.—Victor strong, G. C. Biggar, A. H. Baines Gault.

Victoria (A), Toronto.—A. H. C K. Cameron, H. J. Coleman, Choppin.

In the semi-finals Midland trict beat Victoria (C) by one and Victoria (B) beat Victori

by fourteen tricks. This left the Midland District team and Victoria (B) for the finals, which were won by the latter by three tricks, after a hard and prolonged struggle.

The committee managing the tournament were: Walter Read, chairman; Fred Strouger, J. M. Verral, W. Draper, H. E. Ridley, Victor Armstrong, Fred Woodland, J. M. Macdonald, A. H. Collins, J. H. Sinclair, and J. J. Higgins (all members of various Toronto clubs), and W. A. Hunter was secretary, to whose exertions the success of the tournament was mainly owing. Seth S. Smith, of Port Hope, and J. M. McAndrew, of Toronto, were the umpires. Handsome gold souvenirs were presented to the winners, and souvenirs in silver to the second team.

After the tournament a meeting was held for the purpose of forming a permanent organization, to be known as the Canadian Whist League. A committee of seven was appointed to draft a constitution and by-laws, and the following officers were elected: Honorary president, Sir Thomas Galt, Toronto; president, Walter Read, Toronto; first vice-president, Henry Robertson, Collingwood; second vice-president, Seth S. Smith, Port Hope; third vice-president, A. S. Ball, Woodstock; secretary and treasurer, W. A. Hunter, 235 Yonge street, Toronto.

Of the winning team at the tournament, Messrs. Biggar and Gault are lawyers, the former a Toronto University man, and the latter a graduate from Scotland. Mr. Armstrong is a banker and foot-ball authority, and Mr. Baines is reported to be an excellent bowler and curler.

Whist of September, 1896, in commenting upon the tournament and the state of whist in Canada, says: "The Canadian Whist League, which is now fully organized, is expected to do good work for the game in Canada. It is already arranging for the season's work, and proposes holding a congress in 1897. The league being now commissioned to represent whist-players in Canada, it is hoped that some international contests will be arranged. We have international yachting, rowing, golf, curling, cycling, and cricket. Why should we not have international whist, and what enthusiast will present an international trophy to be battled for by the rival chiefs of the American and Canadian whist-tables?

"Canadian whist-players have not had much opportunity of competitive play so far, but the introduction of the American system of duplicate whist has been taken up by many of the whist-players, who see that it is the only fair way of testing the strength of rival systems and players. Up to the past two or three years the only whist played in Toronto, which is probably the centre of Canadian whist, was on the English system of scoring the double, treble, and rub, with honors, and the American system of scoring was looked on as an innovation of very doubtful advantage. However, the idea has gained ground lately, and we now find so conservative a club as the Toronto Club adopting the American seven-point-without-honors system. When the Toronto Club takes the lead, it being the oldest club where whist is played in Ontario, if not in Canada, the other clubs will doubtless follow suit, and the American system of scoring will, no doubt, be very extensively adopted. The system of duplicate whist, except in match games, is, however, a matter which will probably not be so gen-

erally adopted—in Toronto, at least. In the clubs there, as in many English clubs, whist is played as a social amusement, with the added interest of a small bet, in the shape of the amount agreed to be played for by the point, and Canadians, who do not care for the exhilaration of the great American game of poker, get a lot of amusement out of a small game of whist. For these, and as a club amusement, duplicate whist has not so great a charm; and while it will no doubt flourish in tournaments, and possibly at whist-parties, it will hardly obtain with the men who like a quiet 'rubber' before and after dinner at their club."

The conservatism of Canadian players at the time of the formation of the league is also indicated by the following extract from a letter written on March 12, 1896, by W. C. Furness, secretary of the London (Ont.) Whist Club, an organization which was not represented at the first tournament: "We play the English club game here—five points, full honors. We would be willing to play duplicate whist one night and our own game the next. We have not yet arrived at the duplicate stage; if it were introduced I think some of our members would be willing to continue it."

The second annual congress of the league was held at the Victoria Club, Toronto, April 16, 17, 1897. The attendance was very satisfactory, although the number of teams entered for competition was not so large as the year previous. Twelve teams entered, and the Victoria B team proved the victor in the final matches, thus becoming for the second time champions of Canada. The Athenæum A team, which was a close competitor, played the short-suit Howell game.

It was decided to establish a challenge trophy, and the league also decided to establish district associations for the promotion of whist in Canada. The following officers were elected for the ensuing year:

Honorary president, Hon. Sir Thomas Galt; president, Walter Read; first vice-president, Henry Robertson, Q. C., Collingwood; second vice-president, W. S. Herrington, Napanee; third vice-president, W. L. Walsh, Orangeville; secretary-treasurer, W. A. Hunter; committee, W. R. Draper, James S. Wallace, J. L. Cox (Toronto), J. H. Hutcheson (Brockville), J. B. Knowlson (Lindsay), D'Arcy Martin (Hamilton).

An invitation from the American Whist League to attend the annual congress at Put-in-Bay was read amid warm applause, and referred to the executive committee. Greetings were also received from the Pacific Coast and Northern Pacific Whist Associations.

Capital Bicycle Club Team.—R. F. Foster dedicates his "Duplicate Whist" (1894) as follows: "This book is respectfully dedicated to the members of the Capital Bicycle Club team,—H. N. Low, J. P. Wooten, C. M. Barrick, T. P. Borden, J. McK. Borden, W. T. Bingham, and L. G. Eakins,—who have always paid me the compliment of following my teachings, adopting the methods of play recommended in these pages, and who won the championship of the United States at the 1892 congress with the magnificent score of sixteen more tricks and two more games than any other club, the largest score against any individual opponent, and the greatest gain on any hand during the congress. The same team won the championship for pairs at the 1893 congress."

The correspondent of the New York *Evening Post*, in commenting on the play at the seventh congress

merican Whist League, atement claiming that the eam "are the only short- any of the major contests. tal Bicycle Club team of has disappeared com- rith all other aggregations nature."

-One of the fifty-two pieces ented pasteboard compris- ck, and used in playing d other games; one of en pieces of such paste- nposing the hand of each whist.

cards torn or marked must be laced by agreement, or new d at the expense of the table. *Whist (English Code), Section*

yer (on paying for them) be- ot after, the pack be cut for the call for fresh cards. He must wo new packs, of which the s his choice.—*Laws of Whist ode), Section 83.*

of Uniformity.—A name s applied to the fourth-

Sense.—A quality distin- a good player which is not e to rules or books. It is f instinctive or intuitive do the right thing at the ie, to draw correct infer- d to make successful plays.

that those different methods h there is a difference of opin- the best players, are of small mpared with that peculiar and skill which for want of any e we call *card sense.*—*R. F. Fox, "Duplicate Whist and Whist*

—In the English game, the by cards" is largely em- points being counted by well as by cards. In the game, all points counting game are made by cards, g with all tricks over six.

(See, also, "Card," and "Fresh Cards.")

Cards, Arrangement of.—Hoyle professed to have a system of arranging the cards in a player's hand whereby the memory might be materially assisted. Many different arrangements have been suggested from time to time, some with the above object in view, and others for the purpose of convenience and ease in playing the hand. The best players sort their cards into suits, red and black alternately, and place the cards in each suit according to their rank. There are players who always place the trump suit in one position, in order to assist the memory. In doing this they must be careful lest an unscrupulous adversary be enabled to locate and count the number of trumps, especially if a slight division or gap should inadvertently be allowed to appear between the suits. There is a difference of opinion among the leading authorities as to this matter. James Clay [L. O+] advises against getting into any particular habit of sorting the cards, "such as always putting your trumps in the same place," as players of no great delicacy might easily gain information concerning them, "and even the most loyal may find difficulty in not noticing them." C. Mossop [L+O.], in the *Westminster Papers*, is of a similar opinion, saying: "Any one watching the sorting of the cards will soon ascertain the number of trumps such a sorter has." Arthur Campbell-Walker [L. O.] is also opposed to the practice, and so is Miss Kate Wheelock [L. A.].

On the other hand, Hoyle, Mathews, Drayson, Foster, G. W. Pettes, and other authorities distinctly recommend it. Hoyle [O.] says: "Place of every suit in your hand

the worst to the left hand, and the best (in order) to the right, and the trumps in the like order, always to the left of all the other suits." Mathews [L. O.], while differing in regard to the general arrangement, agrees with Hoyle in regard to the trump suit. He says: "Place the trumps in the back part of your hand, your partner's lead next, and your own outside." R. F. Foster [S. O.] is of the opinion that the placing of the trumps in a constant position, such as to the left or right of all the other suits, is of assistance to the memory, "which should not be burdened with anything of which it can be relieved" ("Whist Tactics"). G. W. Pettes [L. A. P.] says: "Place the trumps always in the same relative position;" and Gen. Drayson [L+A+] makes the following defense of the practice in his "Art of Practical Whist:" "If your opponent watches you sort your cards for this purpose, you must be very dull if you don't perceive it, and if you do find he does so, you can very soon mislead him by going through the motions of holding many trumps, when you have only a few, or *vice versa*. It is a terrible error to mistake the trump suit, and if trumps are always sorted into one position such an error is not likely." We agree with Gen. Drayson, and have never found any trouble resulting from always keeping the trump suit in a given position. A whist-player who would try to take advantage of this would also try to overlook your hand if opportunity offered, or commit any other whist enormity. If found out, his proper punishment would be to have all fair-minded players refuse to sit at table with him.

I may suggest that you will gain speed by sorting two suits at a time—*R. F. Foster* [*S. O.*].

Sort your cards carefully, both ing to suit and rank, and count t ber of each suit. This will great the memory.—*William Pole* [*L. A*

Sort your cards quickly and sy cally, arranging the suits alterna and black, and the cards of each the order of their relative va *W. Drayson* [*L+A+*], "*Art of Whist.*"

Arrange the several cards in e in numerical order from lowest est, that the proper card to play readily found, and the chance of errors reduced to a minimum *Coffin* [*L. A.*], "*Gist of Whist.*"

As soon as the cards are dealt we arrange them according to th or, at least, sort them in the man we are accustomed to; the essent being to impress them well on t ory. We have seen players w their cards in their hands just have taken them up from the tal if this mode lead them not into e consider it the best.—*Deschapelle*

Whist-players sort their cards i and in doing so make a gap or in the appearance of the fan each suit, as if one of the stav broken. By the appearance of of the hand, no one ought to k divisions of the suits—*i. e.*, the not know how the hand is divi three threes and a four-suit. T very little care, all players can *Westminster Papers* [*L+O.*].

Upon picking up your hand, count your cards. This has a de vantage, as it not only makes that the proper number of ca been dealt to you, but also help impressing upon your mind th and strength of your four suits, you in mapping out the general campaign that you propose to the management of the hand doing this you can also be arrang hand for play.—*Milton C. Work* [*L "Whist of To-day.*"

The method of arrangement mended is to place the smallest red plain suit on one end, and t est card of a black plain suit on t In each case arrange in order smallest card of the suit to the Then in each case take the suit o ferent color and arrange from t est to the highest of that. You have one suit on each end of y and two in the middle, one of t being the trump, and will have h at each end of the hand. By this of arrangement the danger of tion being obtained by an adv regard to the contents of your

: from which you pull your cards
ed to a minimum.—*Milton C.*
A. H.], "*Whist of To-day.*"

s Liable to be Called.—
d cards, or cards improperly
are liable to be called by
versaries, according to the
f whist. The player liable
penalty is required to place
rd or cards face up on the
so that the same may be
or asked for when the adver-
lesire them played.

English code, the card led in er-
be called, or a suit can be called
r adversary when it is the turn
ffending player, or his partner,
ead. By the American code, law
ny player leads out of turn, a
be called from him or his part-
first time it is the turn of either
to lead. The penalty can be en-
aly by the adversary on the right
layer from whom a suit can be
called." Thus, by the English
penalties may be enforced, viz.,
the card or calling a lead, and
dversary may elect to enact this
By the American code, a lead
be called, and only one adver-
enact the penalty. This is cer-
reduction of the punishment for
play.—*A. W. Drayson* [*L+A+*],
Laws and Whist Decisions."
ards "cards liable to be called,"
rican laws differ from the Eng-
the English code, you may lower
e of your hand so that your part-
see nearly every card in it, but
no penalty for doing so. * * * By
rican code, an attempt is made to
this defect. (Law 20, Sections 3
Who is to be the judge as to
the cards were sufficiently low-
nable partner to see them? * * *
y the English code, if two cards
ed together or led together, either
alled, and the card not called is
ed card. By the American code,
ard thrown with the one led or
o the current trick" is an ex-
rd. "The player must indicate
led or played." Suppose I hold
en of a suit, and am last player;
nd plays king; I throw ace and
the table at the same time. I
that I play the ace, and then lead
en. By the American code I
suffer for this carelessness; by
lish code, my queen can be called
ing. I do not think this Ameri-
is good, as it gives so many
chances for a careless player to escape
from any penalty.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions*."

The following cards are liable to be called by either adversary:

Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

Every card so held by a player that his partner sees any portion of its face.

All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

Every card named by the player holding it.

All cards liable to be called must be placed and left face upward on the table. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated at each trick until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other, or throws them all on the table together, after the first card is played the others are liable to be called.

A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.—*Laws of Whist* (*American Code*), *Sections 20-23*. See, also, Section 35.

Card of Re-Entry.—Any winning card held in his hand by which a player may again obtain the lead.

Where a player has five or more trumps, he may safely regard all above four as cards of re-entry, but he must be careful not to reduce their number by trumping in before the adverse trumps are exhausted.—*R. F. Foster* [*S. O*], "*Whist Strategy*."

Cards of re-entry are at times very valuable, and great care should be taken in some situations not to part with them, even to the extent of passing a trick or two. But they are valueless—as re-entry

—when you have nothing to bring in.—*C. D. P. Hamilton [L. A.], "Modern Scientific Whist."*

Carleton, J. W.—The manual of whist in Bohn's well-known English "Handbook of Games," was compiled by Captain J. W. Carleton, of the Second Dragoon Guards, who divided it into four sections: "Whist à la Mathews," "Whist à la Hoyle," "Whist à la Deschapelles," and "Whist à la Carleton."

Carlyon, Edward A.—See, "Cæleba."

"Catch - the - Ten." — See, "Scotch Whist."

"Cavendish."—A pseudonym under which Henry Jones, M. R. C. S., of London, Eng., is known wherever the language of whist is spoken. The name was taken by him from a club to which he belonged at the time he first took up his pen in behalf of the modern game. "Cavendish," universally recognized as the leading whist authority of to-day, was born in London, Nov. 2, 1831. At the age of nine he was sent to King's College School, where, he assures us, he was more attentive to his duties in the play-ground than in the class-room. He subsequently attended a private school at Brighton, and at the age of eighteen he was entered as a student at St. Bartholomew's Hospital, London, where he did good work, being for a year dresser to the distinguished surgeon, Sir William Lawrence, Bart. After passing his examinations, at the age of twenty-one, he immediately began his professional career. He remained in active practice as a surgeon in London until the year 1872, when, finding it impossible to do full justice to both his medical and literary engagements, he decided to give up the former.

"Cavendish" was thirty- of age when he published book on whist. The pu was brought about by Dr. Pole, who had written an "Games at Cards for the Winter," which appeared *millan's Magazine* for D 1861. Dr. Pole had rec come greatly interested and read several books on but found that though t many useful hints, they furnish any intelligible s instruction. This though him to append the follow note to his article in the n "It would be a great boo good authority would put of model games at whist, planatory remarks, such found so useful in chess, f ple." A few days after th ance of the article, he r letter, signed "H. Jones, which the writer said: " ence to your article in *M* of this month, I beg to int that I have for some t adopted the course sugg you in note (p. 130), viz. positions and games at wh larly to chess problems an It has been my practic meeting with unusual or hands, to play them over self afterwards, and to wr down. I take the liberty closing you a specimen method. Like you, I had that the publication of a se model games would be u hesitated to publish. If sufficient interest in my see my collection, and w the porter at the 'Cavendi with your name and addr communicate with you ag

Dr. Pole answered the Dec. 4, encouraging the i this led to further corres

numerous interviews and
ions; and the upshot of it all
at about the middle of 1862,
ppeared a work bearing the
ng title: "The Principles
ist Stated and Explained,
Practice Illustrated on an
al System, by Means of
Played Completely Through.
vendish.' London: Bancks
rs, 20 Piccadilly."

ys fond of games and pas-
the young man had begun to
whist seriously about the
54 or 1855. He was a mem-
what subsequently became
to fame as the "Little
School" (*q. v.*), a coterie
ents who, like himself, were
d to the game and anxious
rove their play. They held
meetings, jotted down in-
g hands, and discussed im-
t points, being greatly as-
by the advice and decisions
es Clay, M. P., to whom they
ccess at the Portland Club.
ung medical student from
tholomew's Hospital was a
spirit in these gatherings,
e results of his experience,
e knowledge gained by him,
nbodied in the now famous
. In publishing the book
not wish to use his own
and so, without giving the
much thought, he appended
ne of the club in Langham
(now long extinct), with
he was then connected. Dr.
rote a review of the new
the *Field* of May 10, 1862,
ng it up also with a more
d and general one in *Mac-*
s for January, 1863, all of
helped to bring it to the
of whist-players. It has
one through more editions
ry other book on whist, ex-
that of Hoyle, and there is
t that it will in time even
exceed the latter. In 1897 the twenty-second edition was on the market, and upwards of seventy thousand copies had been sold up to date.

Shortly after the publication of his book he became a member of the Portland Club, which has been for over a century the acknowledged centre of European whist, where for years he played frequently. In 1864 he became editor of the card and pastime department of the *Field*, and two years later he took charge of a similar department in the London *Queen*. Both of these positions he has held these many years, and he has also contributed numerous articles on games and kindred subjects to the leading magazines, as well as to various works of reference. And thus it came about that in 1872, in order to meet the many demands made upon his time by literary engagements, he found it necessary to give up the practice of surgery. His history, since the first appearance of his "Laws and Principles of Whist" (as it was re-named in later editions), is the history of the modern improved scientific game. His labors in largely originating and perfecting (in conjunction with N. B. Trist) the system of play named by him the "American leads," is told elsewhere. (See, "American Leads, History of.") Although his theories and improvements in whist have encountered the violent opposition of Foster, "Mogul," "Pembridge," Mossop, and other advocates of the old-style game, he has always enjoyed great popularity at home, and greater popularity still in America, where he was lionized in 1893, when he made a five months' tour through the United States and Canada. Upon that occasion he attended the third annual congress of the American Whist

League, which had elected him an honorary member at its organization in 1891. He came again in 1896, and was a conspicuous figure at the sixth congress of the League, at Manhattan Beach, Brooklyn. Among the many pleasant things said of him at this time, in the American press, the following was particularly noteworthy, appearing as it did in the New York *Sun*, the whist department of which is edited by R. F. Foster:

"The central figure of attraction will, of course, be Henry Jones, or, as some persons insist on addressing him, 'Mr. Cavendish,' who has come all the way from London just to take part in the whist congress. 'Cavendish' is unquestionably the father of modern whist, and has watched over the interests of the game with paternal care for more than thirty years. His remarkable abilities as a writer and analyst have set him so far above all others, that his name is synonymous with whist all over the world, and the works of antecedent writers are regarded simply as curiosities in whist literature."

Besides many articles in English and American periodicals (see, "Articles on Whist in Periodicals"), "Cavendish" has also published the following works: "Card Essays, Clay's Decisions, and Card-Table Talk," 1880; "Whist Developments, American Leads, and the Plain-Suit Echo," dedicated to N. B. Trist, 1885 (the latter part of the title was changed from "Plain-Suit Echo" to "Unblocking Game" in subsequent editions); "Whist, With and Without Perception," 1889; "American Leads Simplified," 1891; and "Musical Whist With Living Cards," 1892. It is in each succeeding issue of his "Laws and Principles of Whist," however, that his latest and best thoughts and endorsements of other ideas and improvements are crystalized and given to the world.

"Cavendish's" position as a player is generally acknowledged to be that of the first rank, and among English players especially he must be given a place at the very top. In years gone by he was in the habit of keeping a record of his play, and this shows that from January, 1860, to December, 1878, he won 15,648 rubbers and lost 15,020, or, counting points, which tell far more, he won in all 85,486 and lost 81,055, a balance of 4431 points in his favor. Proctor, in commenting upon this, says it is impossible that so large a balance should have been due to mere chance—"the difference must have been due to play." "Cavendish's" game, during his first American tour, in 1893, was closely observed by the leading whist-players of this country, and their impressions and opinions were freely expressed and published. Several of these will be found among the quotations which follow.

The investigations of "Cavendish," which have been pursued by him during many years with a patience and thoroughness without rival in the history of whist, entitle him to the warmest thanks from every admirer of the game. His name will long live in the history of English amusements, and will never be mentioned without the warmest expression of approbation.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

The question is often put to me, "Why did you choose the *nom de plume* of 'Cavendish'?" I can honestly say that on first rushing into print I had no idea any particular value attached to the copyright of a small book, or to an author's *nom de plume*. So I gave the matter of a pseudonym but little thought, and stuck down on the title-page the name of a club where I used to play small whist.—"Cavendish" [*L. A.*], "*Card-Table Talk.*"

We trust we have said enough to show that in running down "Cavendish" it is not easy to do so without at the same time running down Mathews. If their ideas are not identical, it is rather difficult to

e the one begins and the other is unnecessary to say anything modern theories. * * * They might not be approved by Mathin the bulk the two systems *Westminster Papers* [*L+O.*].

ay years' experience at the table, with his power of instantly positions and conditions, m a master of every point of the d he looks upon slavish adherbook as mere machine whist. ur hand correctly in accordance system which experience has be the best in the long run, and as observation and perception r to be best," seems to be his im.—*Brooklyn Eagle, 1893.*

r amusing pen-and-ink contest n this week on the subject of e questions seem to be whether : date of "Cavendish" the game ad ever been treated on a sya asis, and whether the gentlemen scussions were published by sh" are entitled to the credit of erted any marked influence on of the present day. We are inthe view that the first question answered in the negative, and d in the affirmative. Had the ung men referred to never met ld have been no "Cavendish," aps no Clay, no Pole, no article players in *Fraser* nor the *Quar*ard department in the *Field*— o modern scientific whist pubthe world.—*The Field, London, 4, 1871.*

ndeavor to trace out the evolu vhist I have found one name tly before me in every stage— Cavendish." It is he who, by trious investigations, has en us as to the fashioning of its c elements in the distant and ast, while it had only a vague

It is he who has pointed out shed upon society at its birth, long period dazzled the intellect on of Europe. It was he who, arity, took the chief part in de l proclaiming its great powers.

he who, largely by his own s invested its old age with new s, and spread them over a new Cavendish" dedicated his work ost eminent whist personage g; I hope you will not think me mptious in doing the same.— *of "The Evolution of Whist,"* e *Pole* [*L. A+*].

s with a concentration impossi st men, but his interest is by no nfined to his own hand or the the game, which absorb the layer. His eyes are everywhere, is not apparent unless the observer watches him closely—as closely, indeed, as "Cavendish" watches his opponents. * * * But his face is immobile. It is as grave as though his life depended upon the game. Another thing, his play is unhesitatingly rapid. In the lead he seemingly tables the right card intuitively. In second, third, or fourth hand his card is laid almost simultaneously with those he follows. He plays as though he had fully decided in just what succession he should throw his cards, without regard to what the others might put upon the board. It would seem that much of his skill depends upon this—that with the rapidity born of long practice he decides upon his plan of action in the various contingencies likely to arise, and while his opponents are more slowly reasoning out one course of play he is lying in wait for them at almost every point. * * * The careful observer of "Cavendish's" play cannot fail of being impressed with the fact that three important factors of his skill are, trained alertness, wonderful memory, and the faculty of "sizing up" the capabilities of his opponents. His alertness and powers of memory are put very much in evidence by his at times seemingly erratic, but really scientific, change of lead; and his ability to estimate his opponents is shown by the fact that those playing against him rarely fare so well in the succeeding as in the first game.—*Brooklyn Standard-Union, 1893.*

The first edition of "Cavendish's" work ["The Principles of Whist"] was a modest volume of eighty pages, and only 250 copies were printed. Of the eighteenth impression, in 1889, no less than 5000 copies were struck off. * * * His object was to give the reasons upon which the principles of sound whist were based, and to bring them home to the student by illustrative examples. Its sale has been little short of that accorded to the tract of Hoyle. The fifth edition, called, as all its successors have been, by the fuller title of "The Laws and Principles of Whist," was ushered into the world in the following year (1863), and the additional matter which it included comprised a code of laws, while the text was carefully revised, and the chapter on trumps was recast. When the eighth edition appeared, in 1868, the text had again been revised, and many of the author's conclusions had been recast in a different form, while some cases and decisions approved by "J. C." had been added. The ninth edition (1868) was, with especial appropriateness, dedicated to Mr. Clay. Six years later the tenth edition came into life, and was adorned by a frontispiece (since familiar in successive reissues to all whist-players) of several players and onlookers around a card-table. It was taken from Cotton's "Compleat Gamester," and in

the original compilation was used as an illustration to "Ruff and Honours." This edition formed another landmark in the history of "Cavendish," for it contained many additions, such as a brief historical sketch of the game, a fuller statement of the discard, a number of fresh hands, and appendices on the leads from more than four cards, and on trumps. A few editions came out in subsequent years without the addition of any fresh matter, but with the sixteenth impression, of 1886, there was incorporated an appendix which explained the American leads, and a second chapter on the plain-suit echo. Its successor, which was dated in 1888, was unaltered, but to the eighteenth issue (1889) was added a third appendix of leads from ace-king and king-queen suits. A considerable change was effected in the twentieth impression, for in it the original lead of the fourth best was included as a substantive part of the game, and the third appendix was abolished, as its recommendations were incorporated with the analysis of leads.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

"Cavendish," Anecdote by.—Among the many good things in his "Card-Table Talk" "Cavendish" tells the following anecdote concerning the first appearance of his book at home, and the reception accorded it by his father, to whom the authorship was unknown:

"When my book on whist was first published the authorship was kept a profound secret. I sent a copy, 'with the author's compliments,' to my father, and great was the amusement of my brother (who knew all about it) and myself at the 'governor's' guesses as to where it could have come from.

"One evening, when about to play a family rubber for love, we proposed to the 'governor' to play one of the hands in the book, 'to see if the fellow knew anything about it.' He consented. We started one of the hands (Hand No. 36, p. 246, twelfth edition), giving my father Y's hand, others of our circle taking the other hands, and my brother sitting out, book in hand, to see whether we followed the 'book' play.

"The 'governor' played all right till he came to t at trick nine, when he with his established diamo

"Frater (interrupting book says that is wrong.'

"Pater—'Well, what book say?'

"Frater—'The book s should lead a trump.'

"Pater—'But there are trumps in!' (Hesitates, ing that he has two tru that leading one of them do any harm, leads it, s turns round and triu says:) 'Now, what does say?'

"Frater (very quietl book says you should lead trump.'

"This was too much. thirteenth trump when give your partner a disca no! So the 'governor' w and did not, lead the trum scored four.

"We then persuaded hi the hand again, and to thirteenth trump. To his he scored five.

"He then admitted th 'very good,' but could who in the world had sent book."

"Cayenne."—One of teen or more so-called v whist. It is played by fou and consists of ten poi trick above six counting game. Honors are co those holding a majority, s One for each honor held of their opponents', and honors in general. W hand has been played, t made by cards and by h multiplied by the valu trump suit, and this is d by the suit which is turne

illed "cayenne." "Cay-
s not necessarily become
s the dealer and his
ve the option of naming
it, if better suited to their
he "cayenne" gives to
first rank for that game,
it next in color the sec-
The opposite colors
and fourth, for the pur-
nting. If the "cayenne"
should be clubs, for in-
ides would be the second
rts the third, and dia-
fourth. If clubs should
ed as the trumps, the
le by cards and honors
nultiplied by four; if, in-
is, spades should be de-
n as trumps, the points
multiplied by three;
rumps, would cause the
e multiplied by two; and
by only one. The dealer
ie privilege of announc-
and," which is playing
ıy trump suit, in which
s are not counted either,
rick taken in excess of a
altiplied by eight. Still
rivilege accorded the
the "nullo." When he
this, he and his partner
usual order of play, and
) take as few tricks as
Every trick taken in ex-
book counts for the ad-
nd is multiplied by eight.
e not counted. If the
kes his choice, his part-
ad by it; but if the dealer
hand justifying him in
he may leave the choice
his partner. The latter
de. The cards are usu-
not one at a time as in
four, four, and five. No
turned from the pack
used in the distribution,
cayenne" is turned from
ack. The game is ten
points, honors counting, as well as
slams. Of these, the little slam of
twelve tricks counts four, and the
slam proper, consisting of all the
thirteen tricks, counts six. The
rubber is won by the side first
winning four games of ten points
each, and any excess of points made
over ten in one game counts on the
next. Extra points are scored by
the winners of a game as follows:
Four points, if they make a quad-
ruple (*i. e.*, if their adversaries
have not scored); three, if they
make a triple, the adversaries not
having taken four tricks; two, if
they score a double, the adversaries
having taken less than seven tricks;
and one, or a single, if the adver-
saries have scored eight or nine.

"Cayenne" and "bridge" introduce the first changes of importance. In "cayenne," the dealer and his partner have the privilege of changing the trump from the suit turned up.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Celebrated People Who Played Whist.—Many of the world's most celebrated men and women have been fond of whist, and some attained to great proficiency in the game. The most profound jurists, the most subtle diplomatists, the greatest soldiers, the most eminent divines, and the foremost scholars and thinkers of the age, have been among its votaries. Royalty itself has frequently acknowledged its fascinating sway. In England, the land of its birth, whist was formally received at court in 1754, and has since that time been much enjoyed by those upon and around the throne, with perhaps one singular exception. Whist-players were among the chief aversions of that prosaic monarch, George III. No wonder he lost the American colonies! His predecessor, the second George, we are told, disliked poets

and painters, "but at whist he never tired." In personal courage this monarch resembled Napoleon. The present occupant of the British throne has been familiar with whist from her youth up; and her son, the Prince of Wales, is also fond of the game. He was a patron of the late James Clay, M. P., who dedicated to him, by permission, his celebrated treatise on "Short Whist." Edward Everett once told an amusing story, how he and the Neapolitan ambassador, after having been presented to Queen Victoria, were informed by Lord Melbourne that they would be expected to join in a game of whist with the Duchess of Kent. Melbourne intimated that he played but a very poor game himself. The Neapolitan ambassador remarked that, being a bad player, he hoped that forbearance would be exercised toward him by the American envoy, should they chance to be partners. Everett was forced to acknowledge that he knew very little of the game himself. "Here," said he, in relating the story, "were three dignified persons, clad in gorgeous attire, solemnly going to play a game they imperfectly understood, and for which none of them cared a straw." Upon reaching the duchess's apartments they were formally presented, and, upon her invitation, they all sat down to play. To their surprise, as soon as the cards were dealt, a lady-in-waiting placed herself at the back of the duchess, the latter remarking, "Your excellencies will excuse me if I rely upon the advice of my friend, for I am really a poor player." The incident, while ludicrous in itself, showed how strong a hold the game had gained since Hoyle first gave it publicity in 1742, being now considered almost a part of court etiquette, and essayed even by those who had no natur or ability for it.

Whist was played in Fra Louis XV.; and under the f pire it was a favorite gan Josephine, and also with h cessor, Marie Louise. It is n that Napoleon was in the h playing whist at Wurtembe not for money. He did n attentively, being possibly o with other schemes. One e when the queen dowager w ing against him, with her h and his daughter (the Qu Westphalia, wife of Jerom king stopped Napoleon, w taking up a trick that did long to him, saying, "*Sire joue pas ici en conquéran* his exile, we are told, the e spent nearly every evening or *vingt-et-un*, and it is to sumed he had more leisure t strictly to the game. Cha was another unfortunate monarch who loved his rul whist. He was playing h save the game, at St. Cl July 29, 1830, when the waving over the Tuileri nounced that he had l throne. Still another exa furnished by Napoleon I "Napoleon the Little," as Hugo loved to call him. H training was obtained in E where he played frequently Eglinton's. Throughout was devoted to the game. beginning of his career he a bold game, but later on th acteristics which marked hi in the political world we revealed in his play. He seemed to know his own mi the scheme of the game with he started out he frequentl doned. Of all the royal or whist-players of France, th distinguished was, perhaps,

yrand. He was considered
f the first players of his day,
in his old age whist was part
s pleasant daily occupation.
iat!" said he, addressing a
g man who had confessed that
:new nothing of the game,
ı do not play whist? What a
ıld age you are preparing for
elf." It is related of him that
when in England, on affairs
ıte, in his younger days, he
l leave the whist table at three
e morning, and then go home
:tate dispatches to a secretary
ı hour or two.
:e Talleyrand, the polite but
ally distrusted Chesterfield
a life-long whist-player, who
lvanced life was accustomed
evening to play his rubber.
Beaconsfield loved the game,
frequently played with the
e of Wales, and also with
s Clay, who was his friend
:raveling companion, and the
player in all England in his
Speaking of prime ministers,
:ount Cavour, of Italy, was a
-player whose zeal for the
was unquenchable. He
led the Société du Whist at
, and was a dashing and ven-
ɔme player. Prince Metter-
for nearly half a century
: minister of Austria, was
er example. It is related that
ed to a single game the great-
rrow of his life. One even-
hile he was engrossed in his
te play, an express arrived
dispatches from Galicia. He
l the papers on the mantel-
and the play continued until
ito the morning. When the
broke up, he was horrified to
that upon his immediate
depended the fate of two
and innocent persons. "Had
rnich loved whist less pas-
:ely," said the chronicler of
the event, "history had never recorded the infamous Galician massacre."

Marlborough, Wellington, Blucher, Von Moltke, were all skilled in whist as well as war. Of Napoleon we have already spoken. Marlborough played the game a great deal in his old age, and he recognized its merits long before it had become fashionable. Blucher lost heavily at whist in Paris, after the victorious entry of the allies, especially when playing against the great player, Deschapelles, who rejoiced in thus being able to revenge himself upon the enemy of his country. Von Moltke, the greatest strategist of recent times, played his usual rubber the night before his death. On this occasion he had remarkable luck, and his partner, who usually held poor hands, was equally fortunate. The old field-marshal was in high spirits. "*Nun haben wir sie!*" (Now we have them!) he exclaimed with a smile, as he played his last hand. Without any assistance from his partner, he won the rubber with a slam, taking all thirteen tricks. It was a remarkable performance, even though it was afterward asserted that the game was "cayenne," a species of whist in which the dealer and his partner have the privilege of changing the trump from the suit turned up, if they so elect.

And speaking of Von Moltke, we are reminded of the following: It is said that late on the night of February 26, 1871, after the peace negotiations between Germany and France were concluded at Versailles, the four men who had been foremost in overturning one empire and founding another — namely, King William, his son, the crown-prince of Prussia, the all-powerful Bismarck, and the veteran field-marshal—found themselves worn

out with the anxiety of the day, and the magnitude of the event just concluded. Not one could sleep, and the king proposed a game of whist. The suggestion was hailed with delight, and duly acted upon. After the last rubber was concluded, Bismarck voiced the sentiments of each one when he remarked: "Now we shall be ready for whatever may turn up tomorrow."

There is no limit to the audience to which the game appeals, unless it be that of intelligence. In music, Rubinstein, in art, Dante Gabriel Rossetti, were numbered among the lovers of whist. Among men of science, Sir Charles Lyell took a lively interest in the game. Adam Smith sometimes tore himself away from his political economy to take a hand at it. Proctor, the astronomer, was not only a good player, but a writer and authority on the game. The great English physician, Sir Astley Cooper, when out of London on business or pleasure, always played whist evenings. George Peabody, the famous philanthropist, was fond of whist, and as rigorous a player as the celebrated *Sarah Battle*, immortalized by Charles Lamb. Among the legal profession, good players have been so numerous that we can hardly particularize, although the palm must be awarded to Sergeant Ballantine, of England, who once played for six-and-thirty hours at a stretch. Some of the most noted English churchmen, too, were fond of whist. Among others we may mention Paley, Toplady, Bishop Green, Horne, Bishop Bathurst, Dean Milman, Dr. Parr, the saintly Keble, Dr. Priestly, Dr. Alexander Carlyle, Dr. Robertson, Dr. Blair, and Bishop Colenso. Of Buller, a famous bishop of Exeter, it was said that whist had a softening influence on his disposition. Many brated churchmen in other tries also loved whist. An An traveler in Rome, in 183 seven cardinals, clad in the ments of their order, pla different tables; and Charle was of the opinion that C Antonelli might sit down Portland or at the Turf (En leading whist clubs) and c on equal terms with such an sary as Payne. Nor are the in America, as a rule, unfric whist. Bishop Phillips Bro fond of a quiet rubber; a David Swing played his last eleven days before his deat Henry K. Dillard, the blind as partner.

James Payn, the novelist, l a good hand at whist, says: of letters are rarely good players—Lord Lytton and L almost the only exception call to mind—but some o have been fond of whist, an vened it by their sallies." few of them were first-class p it is certain that plenty o tried to be. Even before was heard of, Dean Swift rec his memoirs that in Nov 1709, he won two shillings a pence at ombre and whis Messrs. Raymond and Morg in his journal to "Stella," date of March 2, 1712, he sp a visit to Lady Clarges's where he "found four of t whist." John and Henry Fi Churchill, and Oliver Gol were among those who used at a gossiping, shilling rubb at the Bedford Arms, in Garden. Of Hume, the hi it is said that "till his dyi whist continued still his play." Gibbon, another gr torian, said: "I play three with pleasure." Lord Byron

t a popular club in Pic-
and he it was who made the
comparison, "Troy owes to
what whist owes to Hoyle."
Hunt, Lamb, Hazlitt, and
hers played whist regularly.
Reade was a clever player,
caused him great chagrin
e was beaten by "Psycho,"
derful automaton. Anthony
e inherited his mother's
s for the game, as well as
itude for novel-writing.
speaking of Mrs. Trollope,
be said that whist was her
light, and the great feature
weekly reunions at Flor-
which city she had retired
ars of literary labor. Mrs.
n, another well-known lit-
oman, came to one of these
ns; but great was Mrs. Trol-
gret upon learning that her
d not know one card from
. One of the earliest refer-
o whist among women is
ed in a letter from Lady
Wortley Montagu to the
s of Bute, in May, 1749.
y return (from Constanti-
" she writes, "I found them
mmerce, which gave place
rille, and that to whist."
ry clever women, Fanny
and Mrs. Proctor, were de-
the game, although not as
ul players as some others
sex. Harriet Martineau
whist from James Payn,
oyed the game exceedingly.
lebrated Mrs. Grote was
woman whose fondness for
as characteristic. Of Mad-
Staël it is related that she
he game with eagerness and
.

nerica whist has been held
esteem from the earliest
As early as 1767 Benjamin
n became acquainted with
e in Paris, and he noted the fact in his diary that "quadrille is out of fashion, and English whist all the mode." Among American statesmen who were devoted whist-players we may mention Henry Clay. One night while engaged at a rubber the cry of fire was raised. Upon ascertaining that the flames had not yet reached the adjoining apartments, although they were near at hand, he remarked to his friends, "Never mind; we have time for another hand." At least, so goes the story. Washington Irving played whist regularly, and in his declining years could not sleep nights unless he first played a few games. He died on November 28, 1859, and on the day previous he wrote to a friend: "I shall have to get a dispensation from Dr. Cooper to allow me to play whist on Sunday evenings." Edgar Allan Poe admired whist, and rhapsodized upon it in his story of "The Murders in the Rue Morgue." Nathaniel Hawthorne's enthusiasm for it began in his college days, but the only stakes he would play for were the honor of victory. His son Julian tells us his father "was a very good hand at whist." Charles Sumner also liked a rubber. James Russell Lowell had a steady admiration for the game, which he often played at the house of Mr. Carter, secretary to Prescott, the historian, at Cambridge. John Bartlett, of "Familiar Quotations" fame, and John Holmes, brother of the genial "Autocrat," were the other members of the coterie, which played together regularly for years. Upon his return from England, in 1874, Lowell wrote: "Last night was our first whist club since my return. I looked in the record, found it was John's deal, and we began as if there had been no gap."

With one more whist incident—and this an international one—we

must close the present article. General Grant, "the silent man," was perhaps particularly adapted to the silent game. At any rate, he loved it for its own sake, and played it well. During his famous tour around the world, in 1877, he was the guest of the Reform Club, in London, and on June 18 some fifty members of the club tendered him a memorable dinner. Contrary to his usual custom, the guest of the evening would not smoke, and after the banquet a rubber of whist was proposed. This pleased him, and he sat down at a table with Lord Granville, son of the ambassador to Paris; the late foreign secretary, W. E. Forster, and Colonel Strode. The latter played once against the general, and once as his partner. Both games were won by the distinguished visitor to English shores, who thus carried off the honors of the rubber. (See, also, "Famous Whist-Players.")

Whist has been the preferred pastime of the greatest men of modern days. The most profound philosophers, the greatest warriors, those who have attained the highest rank in the pulpit and at the bar, have made of whist a favorite game — "*A. Trump, Jr.*" [*L. O.*].

In a whist coterie at one of these [London clubs] may be noticed cabinet ministers, ambassadors, peers, senators, statesmen, judges, magistrates, college professors, literary and scientific celebrities, and others of public reputation, who engage in the game with an earnestness that shows it is not an idle pastime, but a mental exercise in which they find real attraction — *William Pole* [*L. A.*], "*Philosophy of Whist.*"

Challenge Trophy.—The American Whist League Challenge Trophy originated at the third congress of the League (Chicago, 1893), at which time the desirability of having a trophy that could be played for between congresses, and thereby stimulate interclub play, was discussed. The exact status of the Hamilton Trophy (th pionship trophy of the Le teams of four representing clubs) had not yet been and was not until the si gress. A committee to p challenge trophy was in t time appointed, and the tr first played for at the fou gress. The rules (as amer 7, 1897) provide that the shall be held by the club it at an annual congress end of the following Septe shall be held subject to c from October 1 until the the following May; and held from the end of May opening of the next con the winner of the last matc prior to the first of June League club has the right lenge, but the holder cann quired to play more freque once a week without its The trophy becomes the pr property of the club whi (*a*) wins it at three annua ments, or (*b*), in twenty actually played. It is also that a contest for the tro take place (during the se subject to challenge) at winter meeting of the committee. For this pur surrendered to the comm week after the last match ary. For such contest t mittee is to designate two the section other than th last holder. The clubs nated shall be the two th the highest scores of thei at the last preceding cong for this purpose the territo League is divided into two the East and the West. comprises all territory ea east lines of Ohio, Kentuc nessee, and Alabama; the balance of the United Stat

winners of the trophy at the mid-winter meeting hold it, as before, subject to challenge from any League club in any part of the country.

The matches for the trophy are played under the system generally known as the "two table" or "team of four" game. Matches consist of forty-eight deals, and are divided into two halves, the first half to be played in the afternoon and the last half to be played in the evening of the day designated. The players change positions at every four deals according to the following schedule, in which the numbers 1, 2, 3, and 4 represent the players of the challenging club, and the numbers 5, 6, 7, and 8 the players of the home club:

FIRST HALF.

FIRST TABLE.		SECOND TABLE.
North. South. East. West.	Deals.	North. South. East. West.
1 and 2 against 5 and 6	1 — 4	7 and 8 against 3 and 4
1 and 2 against 7 and 8	5 — 8	5 and 6 against 3 and 4
1 and 3 against 7 and 5	9 — 12	8 and 6 against 2 and 4
1 and 3 against 6 and 8	13 — 16	7 and 5 against 2 and 4
1 and 4 against 5 and 8	17 — 20	7 and 6 against 2 and 3
1 and 4 against 6 and 7	21 — 24	5 and 8 against 2 and 3

SECOND HALF.

FIRST TABLE.		SECOND TABLE.
North. South. East. West.	Deals.	North. South. East. West.
1 and 2 against 6 and 5	25 — 28	8 and 7 against 3 and 4
1 and 2 against 8 and 7	29 — 32	6 and 5 against 3 and 4
1 and 3 against 5 and 7	33 — 36	6 and 8 against 2 and 4
1 and 3 against 8 and 6	37 — 40	5 and 7 against 2 and 4
1 and 4 against 8 and 5	41 — 44	6 and 7 against 2 and 3
1 and 4 against 7 and 6	45 — 48	8 and 5 against 2 and 3

Fifty-six challenge matches, not including play-off of ties, and three tournaments were played for the trophy from the beginning down to Saturday, April 24, 1897, when the celebrated team from the Hamilton Club, of Philadelphia—Messrs. Milton C. Work, Gustavus Remak, Jr., R. A. Ballard, and F. P. Mogridge—took permanent possession of it, under the rules, by scoring their twentieth victory. The following table shows the details of this remarkable contest, beginning with the first occasion upon which the trophy was competed for:

1894 CONGRESS, WON BY MINNEAPOLIS.

1894.

November 10—Minneapolis *vs.* Chicago, 29–10.

December 22—Minneapolis *vs.* Stillwater, 30–17.

December 29—Minneapolis *vs.* Fergus Falls, 32–5.

1895.

January 11—Minneapolis *vs.* St. Paul, 24–13.

Under the rules, the Minneapolis club surrendered the trophy to the executive committee, who selected the teams from the East and West to play for the trophy at the midwinter meeting.

January 20—Hamilton *vs.* Chicago, 30–16.

February 8—Hamilton *vs.* Knickerbocker, 29–16.

February 23—Hamilton *vs.* Newton, 30–13.
March 9—Hamilton *vs.* Brooklyn, 27–19.
March 16—Hamilton *vs.* Baltimore, 37–16.
March 23—Park *vs.* Hamilton, 24–23.
March 30—Park *vs.* Philadelphia, 25–22.
April 6—Albany *vs.* Park, 28–22.
April 13—Continental *vs.* Albany, 26–20.
April 20—(Continental *vs.* Hamilton), 20–20.
April 27—Hamilton *vs.* Continental, 21–18.

1895 CONGRESS, WON BY NASHVILLE.

October 19—Hamilton *vs.* Nashville, 22–13.
November 9—Hamilton *vs.* Park, 27–11.
November 23—Baltimore *vs.* Hamilton, 22–18.
December 7—Philadelphia *vs.* Baltimore, 20–13.
December 14—Continental *vs.* Philadelphia, 21–13.
December 21—Albany *vs.* Continental, 24–17.
December 29—Albany *vs.* Brooklyn, 24–20.

1896.

January 4—Capital Bicycle Club *vs.* Albany, 29–22.
January 18—Capital Bicycle Club *vs.* Hamilton, 27–21.
January 25—Baltimore *vs.* Capital Bicycle Club, 21–17.
Trophy surrendered for the mid-winter meeting.
January 28—St. Paul *vs.* American, 35–11.
February 22—St. Paul *vs.* Chicago, 31–19.
March 1—St. Paul *vs.* Fergus Falls, 41–12.
April 11—St. Paul *vs.* Chicago, 21–13.
April 27—St. Paul *vs.* Duluth. 37–11.

1896 CONGRESS, WON BY NEW YORK.

October 10—New York *vs.* Philadelphia, 29–21.
October 24—Narragansett *vs.* New York, 26–17.
October 31—Narragansett *vs.* Brooklyn, 31–23.
November 7—Hamilton *vs.* Narragansett, 28–9.
November 14—Hamilton *vs.* Boston Duplicate, 26–16.
November 21—Hamilton *vs.* Amrita (Poughkeepsie), 38–9.
November 28—Hamilton *vs.* Baltimore, 26–21.
December 5—Hamilton *vs.* Capital Bicycle Club, 25–14.
December 12—Hamilton *vs.* Wilmington, 25–20.
December 19—American *vs.* Hamilton, 29–24.
December 26—American *vs.* Park (Plainfield), 18–17.

1897.

January 2—American *vs.* State[s] 35–20.
January 9—American *vs.* Newto
January 16—Albany *vs.* America
January 23—Albany *vs.* Alban
W., 23–18.
January 30—Albany *vs.* C
(Washington, D. C.), 21–15.
February 6—Albany *vs.* New 32–16.
February 13—Albany *vs.* New Y 19.
Trophy surrendered for the mi meeting.
February 20—Albany *vs.* St. Pa
March 6—Albany *vs.* Boston D 17–16.
March 13—Albany *vs.* Narragan 16.
March 20—Hamilton *vs.* Albany
March 27—(Hamilton *vs.* Baltim 22.
April 1—Hamilton *vs.* Baltimor
April 3—Hamilton *vs.* Walbroo
April 10—Hamilton *vs.* Park. 34
April 17—Hamilton *vs.* America
April 24—Hamilton *vs.* New Je 13.

The following is a summ the winners in the various c for the trophy:

Name of Club.	Nu mat
Hamilton Club, of Philadelphia	
The Albany Club, Albany, N. Y.	
Minneapolis Chess, Checkers, Whist Club	
St. Paul Chess and Whist Club	
American Whist Club, Newton, M	
Park Club, Plainfield, N. J.	
Continental Club, New York	
Baltimore Whist Club	
Capital Bicycle Club, Washin D. C.	
The Whist Club, of New York	
The Narragansett Whist Club Providence	
The Philadelphia Whist Club	
The Nashville Whist Club	
Total	

The trophy having been nently won, a new one wa chased, and played for th time at the seventh congr the League, at Put-in-Bay. made of sterling silver, line gold, with three supporting and stands on a broad bas the outside, within a shiel

"The American Whist Trophy Challenge Cup, are enameled. Its first on was contested for by n clubs, Toledo finally win- over Albany, by sixteen (See, "American Whist .")

npions.—The winners in a at whist, arranged for the : of testing the respective of individuals, teams, or The Hamilton Trophy is ampionship trophy of the an Whist League, and the ıyers winning it at each an- ›ngress are entitled to the .tion of champions of the for the ensuing year.

npionship Trophy.—See, lton Trophy."

ces at Whist.—Hoyle was : to make elaborate calcula- probabilities in whist. This of his teaching was satirized e Humours of Whist." He rds wrote a separate book on bject, entitled, "An Essay s Making the Doctrines of s Easy to Those Who Un- d Vulgar Arithmetic." Ma- ılso mentioned the calcula- probabilities as useful in ; early leads, but did not out the subject in detail. ırt of the science of whist rds became neglected, until many years later by Dr. d others in the philosophi- ıe.

d at whist will last only a few we may have a hundred of them vening; and yet, throughout a whole life, no two similar ones occur.—*William Pole* [*L. A.*+]. hist player's maxim, that "the ver forgive," is based upon expe- the fact that when you have got ıe in your hands, and throw it away, the peculiar combination under which success was possible is not likely to occur again.—*The Whist Table.*

There are no less than 635,013,559,600 ways in which a hand can be made. That all the cards in the hand may be trumps (the dealer's, of course, must be taken), the chance is but one in 158,753,389,900 (one-fourth of the number just mentioned). A few years ago (see, "Whist Whittlings" in "How to Play Whist," pp. 190, 191), two cases of the kind were recorded, and many seemed to suppose that there must be something wrong in the mathematical computation of the chance. For, they said, in 158,753,389,900 cases only one would give this particular hand, and yet two cases occurred within a few years of each other, within which time so many hands could not possibly have been dealt. Now, there was here at starting the fallacy that, because but one case in so many is favorable, so many trials must be made to give an even chance of the event occurring. As a matter of fact, a much smaller number of trials is necessary to give an even chance. Take a simple case—the tossing of a coin. Here there are two possible results, but it does not take two trials to give an even chance of tossing head—one trial suffices for that; and the chance of tossing head once at least in two trials instead of being one-half is three-fourths; the odds are not even, but three to one in favor of tossing a head. In like manner, if 158,753,389,900 hands were dealt, the odds are not even, but largely in favor of a hand of thirteen trumps being among them. Moreover, if the odds were shown to be ten, or even twenty, to one against the event occurring in a much smaller number of trials, yet there is nothing very surprising in an event occurring when the odds against it are ten or twenty to one. But large though the number just mentioned may seem, the number of whist-players is also large. It would not be much out of the way to suppose that among all the whist-playing nations of the earth a million whist parties play per diem, and to each we may fairly assign twenty deals. On this assumption it would require only 7950 days, or not much more than twenty years, to give 159,000,000,000 trials, or much more than an even chance of the remarkable hand in question.—*R. A. Proctor* [*L. O.*].

Change the Suit Signal.—The idea embodied in the trump signal is to ask or call for the lead of trumps, which seems to have had its inception in the generally accepted irregularity in long whist

whereby a player, in calling for honors, also, under certain conditions, called for trumps. General Drayson, in an appendix to the third edition of his "Art of Practical Whist," argued that a better way of defining the meaning of the modern signal was that, when a person played an unnecessarily high card followed by a lower one, he wished his partner, on obtaining the lead, to "*change his suit to trumps.*" This might by some be considered a distinction without a difference, but it is merely the preliminary to a development, or improvement, which the author now proposed, and which, he claimed, would enable those adopting it to convey information that would, on many occasions, be worth two, or even three, tricks. He says:

"At the early stage of the play of a hand, I suggest that playing an unnecessarily high card means '*change your suit to trumps.*' When, however, the trumps have all been played, or when only one or two remain in, and when the play of an unnecessarily high card cannot mean 'lead a trump,' then the play of an unnecessarily high card means *change your suit.*" In other words, when there is no danger of mistaking it for a signal or an echo, one player may request his partner to change from the suit the latter is leading by making a trump signal in it. General Drayson claims that highly intelligent players may make use of the convention also when some trumps still remain in play. He says: "At present the play of an unnecessarily high card means only, 'play me a trump as soon as you get the lead.' If, however, we adopt the code I recommend, and agree that the *first* meaning of the play of an unnecessarily high card means 'change your suit to trumps,' but that if the previous play of the cards shows that this unnecessarily high card cannot mean *change your suit to trumps*, then it means change your suit to one of the two others which you are not leading—in other words, it says, 'any other suit will be better for me than a continuation of a third round of the suit you are now leading.'"

In conclusion, General Drayson says that this is not the introduction of a new conventional signal, but merely increasing the powers of one at present in use, and "which is now rather cramped and arbitrary in its meaning." In regard to possible conflict with other signals, he says: "When winning trumps are led by your partner, the present conventional system of intimating that you hold four in suit by playing the lowest but one, followed by the lowest, would still be followed without any chance of confusion. The play of an unnecessarily high trump would—if we kept to the letter of the principle—mean, change your suit to trumps, as the first meaning; as, however, trumps were being led, the play of the unnecessarily high card in trumps could only mean that the player held four trumps at least."

Changing Suits.—There is no rule without its exception, but the authorities are all agreed that to change suits in playing whist means to lose tricks thereby. Bumblepuppists and beginners love to lead the high cards in every suit in their hand, in turn, for the pleasure it gives them to temporarily play a winning game; but the final result is disastrous, and there is no pretense at partnership play. In playing whist, properly speaking, it is better to stick to and return to your best suit, which you originally led,

ough you are obliged to lead which you know will be ıy your opponent. The exal conditions under which it to change suits are such that perts can take proper ad- of them. The novice had bey the rule until he learns disobey it with profit.

ing suits is one of the most comhods of dropping tricks.—*R. F. O.*]. "*Whist Tactics.*"

s mischievous, generally, to lead losing card, than to open a fresh hich you are very weak.—"*Cam*" *hat to Lead.*"

eneral rule is: avoid changing ut the development of the hand der a change necessary under onditions.—*Fisher Ames* [*L. A.*]

common delusion to fancy that uit is declared against you, you ent it making by leading some- e; whereas you merely postpone lay, and do mischief in the in- "*Pembridge*" [*L+O.*].

changing suits." This maxim ıot be departed from unless the r of your hand or the fall of the tify it. There is, perhaps, noth- oductive of loss as injudiciously g suits.—*C. D. P. Hamilton* [*L. dern Scientific Whist.*"

are five good reasons for chang- but unless one of them can be the suit should be continued: der to lead trumps to defend it. ırder to avoid forcing partner. der to avoid forcing both adver- (4) Because it is hopeless, and ome chance in another. (5) To a cross-ruff, by leading trumps.— *ter* [*S. O.*]. "*Complete Hoyle.*"

nly believe the greatest failure of age whister is a wonderful desire e the suit. Our advice is, when e the lead, having won a third hand, be absolutely sure it is the lay to shift the suit before you o do so, and if there is any doubt nind on the subject, give the benıt doubt to the suit that has just 1. Remember, every time you new suit you place yourself at a ıtage, unless it is headed by a rd sequence of which the queen ponent part.—*Milton C. Work* [*L. Philadelphia Telegraph.*

changing suits. * * * If you d the lead before, it is generally e to pursue your original lead. If you have not had the lead before, it is in most cases advisable to open your strong suit, when you possess *great* strength in any suit, for you open such suit to advantage; but with weak or only moderately strong suits, which you open to a disadvantage, you would, as a rule, do better to return your partner's original lead, or to lead up to the weak suit of your right-hand adversary, or through the strong suit of your left-hand adversary.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Character and Whist.—If you wish to discover the real character of a man, play whist with him. The whist-table will reveal his peculiarities, if he has any. It will remove the mask from his face, if he is wearing one.

There is no game which reveals to us more the character of a man than whist.—*A. C. Ewald.*

Here the true gentleman appears in his real element; here may be compared the silence in prosperity with the pretentious braggadocio of the winner; the kind forbearance to the faults of a partner, with the angry looks, the shrugging shoulders, and often the irritating remarks of the loser. In no place in the social circle, nor in the free and easy haunts of club life, can one cultivate so well that equanimity so necessary to the polished gentleman as at the whist-table.—"*A. Trump, Jr.*" [*L. O.*].

Cheating at Whist.—Whist in its earliest and but partially developed stage was much used by card-sharpers as a means of fleecing the unwary. Cotton and Seymour, in their several editions of "The Compleat Gamester," showed this to be a fact; and Hoyle, the first teacher of whist, not only taught the game itself, but showed how to counteract the tricks of the gamblers and blacklegs. It is surmised by some that he was something of a gambler himself, and gained his knowledge in this way. Every improvement in whist which tended to make it more a game of skill and less a game of chance, lessened the opportunities for cheating. The fact that whist in England and

Europe is played for small, very often nominal, stakes, and in this country, as a rule, entirely without stakes, also takes away a powerful incentive for cheating. Professional crooks do not waste their talents on the desert air, and have long since discovered more congenial games of chance at which to ply their vocation.

The danger from professional cheating being practically *nil*, there remains to be considered the chance of cheating among amateurs. Human nature and vanity is such that occasionally some players are not unwilling to take advantage of unfair means in their efforts to achieve a victory, although such a victory, in the end, must be dearly bought, bringing with it stings of conscience instead of noble satisfaction. Many who practice little deceptions would perhaps be horrified to hear them plainly characterized as cheating, such as the revoke on purpose, the overseeing of an antagonist's hand, (in England) the claiming of honors which were never held, and other like practices. One of the most serious consists in collusion between partners in secretly conveying information concerning the hands or play. Private conventions or prearranged signals are cheating, and should at once subject the offenders to expulsion from the club or whist circle.

There is a popular belief that card laws are intended to prevent cheating. This belief, however, is altogether erroneous. The penalty of cheating is exclusion from society. —*Cavendish* [*L. A.*], *Card Laws*.

Whist offers very few opportunities to the card-sharper. When honors are counted he may be able to keep one on the bottom of the pack until the completion of the deal by making the pass, putting the two parts of the pack back as they were before the cut after the cards have been cut. * * * When whist is played with only one pack a very skillful shuffler may gather the cards without disturbing the tricks, and by giving them a single intricate shuffle, then drawing the middle of the pack from between the ends and giving them another single intricate shuffle, he may occasionally succeed in dealing himself and his partner a very strong hand in trumps, no matter how the cards are cut, so that they are not shuffled again. A hand dealt in this manner is framed on the walls of the Columbus (O.) Whist Club; eleven trumps having been dealt to the partner, and the twelfth turned up. In this case the shuffling dexterity was the result of fifteen years' practice, and was employed simply for amusement.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*."

A story is told of a doctor who declined to play with a man and his wife, who always played as partners. On being asked why, he said: "It is very curious, but I notice that whenever it is the lady's turn to lead, she hesitates. Then if her husband says, 'Harriet, my dear, it is your lead,' she leads a heart. If he says, 'Come, dear, lead,' she leads a club and so on. I don't care to play against them."

More than thirty years ago a visitor was introduced at a club of which I was a member. He was tall and very fat, and was what sailors term 'dog rigged'—that is, when he sat in a chair he was nearly as tall as when he stood up. I soon observed that he had a habit of glancing at his adversary's cards. As he sat on my right I played after him, so I arranged my cards accordingly.

I held ace, ten, four, and two of spades, so I concealed my ten behind the four. This suit was led up to me, and I took no extra precautions to prevent my "dog-rigged" adversary from seeing my cards. After a slight hesitation he, third in hand, played the eight of spades. I pulled out my ten and won the trick, and saw that this was a shock. At the end of the hand I remarked to him: "That was a very deep finesse you made with the eight of spades."

"Well, I thought you had nothing higher but the ace."

"How did you know I had the ace?"

"Well, I fancied you must have it."

That night this gentleman received a hint that his future visits to the club might be dispensed with.

Two men used to join a rubber but would play only as partners. The reason they assigned for doing so was that they went shares in their losses or winnings, and if they were adversaries they took no interest in the results. It was remarked that they were very successful, especially in leading that suit which was best suited to partner. I was asked to visit the whist room and try if I could discover any secret. Before two rubbers had been played

ly told some lookers-on that I had
ired something, and to prove my
said I would indicate what suit
be led by each of these men at
periods of the game, especially
here was a slight hesitation. Dur-
e play of two hands I named the
it would be led nine times out of
s this result was considered to
t to proof, I was asked to supply
, which was very simple.
e are four fingers on each hand,
ere are four suits. Arranging the
alphabetical order they stand, C.,
S. The first finger represented
he second diamonds, and so on. A
holding his cards in his left hand,
g the second finger outside, wished
ds led. Sometimes, as a variation,
st hand was brought up and the
ss through, the indicating finger
outside. The operation was per-
very quickly, but would be per-
at a glance, and I saw that each of
nen, when it was his lead, did
at his partner's hand.
e are scores of other ways in which
information could be given, but
e come under the head of private
, or, in other words, cheating.—
Drayson [*L+A+*], *Whist, May*
ie, 1897.

hinese Whist."— Another
ot, or variety, of whist, some-
resembling double-dummy.
played with a full pack of
wo cards, by two, three, or
persons. The game usually
ts of ten points, honors not
ng except by agreement.
four play, the partners sit
ite each other, as in whist.
rds are dealt to each, one at a
and spread out face down
it being examined. Six more
are then dealt to each player,
ese are sorted into suits and
, face up, upon the other
Lastly, one card is dealt to
layer, and this he holds in
nd. It must not be exposed
ned. Then follows the play,
ayer to the left of the dealer
g one of his exposed cards.
hers must follow suit if they
ther from their exposed card
a the card in hand. Having
of the suit, a player may
throw away or trump. Before the next lead, all the cards which have been uncovered are exposed face upwards. Thus the game proceeds to the end. All tricks above six count towards game, as in whist. In the three-handed game each player plays for himself against the other two, as at three-handed euchre. The two-handed variation appears to have become popular in this country of late years, as the following description by a writer in the New York *Tribune* (September 8, 1895) would seem to indicate:

"Two-handed whist is being played at some clubs and private parties, and a variation has been introduced which makes it resemble more than ever the regular four-handed game, and has infused new interest in it. As has been before explained, the game is played by dealing to each of the two players one-half of the cards, one at a time, as in the regular game. The cards are then placed on the table in piles of two, so that each player has thirteen piles. The top card of each pile is turned up at the beginning of the game. This leaves thirteen cards in each hand exposed. Play begins with the non-dealer, who plays one of his exposed cards, and, as soon as the trick is taken, he turns up the card that was beneath it. In this way all the cards are finally exposed and played.

"As two cards make a trick, there are naturally twenty-six tricks in all, thirteen of which it takes to make a book, after scoring which every trick counts one point. Thus, while it is possible to make thirteen points in one deal, it is also possible to have no count whatever, and in actual play it frequently happens that neither player makes a point in a particular deal.

"The variation of the game is to arrange the cards as before described, when the non-dealer begins the play. As soon as he has made the play, he turns up and exposes the card which was covered by the card played. The other player then plays, and likewise exposes the card uncovered. The first player then plays another card on the same trick, again exposing the face of the card underneath the one played, if there be one, and the second player has the last play. This, of course, makes only thirteen tricks, and the regular rules of whist govern in counting the points."

"Chinese whist" is double-dummy for two, three, or four persons, only half of each player's cards being exposed, the others being turned up as the exposed cards are got rid of in the course of play. —*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Clapp, Miss Gertrude.—One of the earliest and foremost lady teachers of whist. Miss Clapp began teaching the game in New York City in the spring of 1887, and has taught there every winter and spring since that time, beginning with January 1, and ending with June 1. She averages four classes a day, making about one hundred and fifty persons each week. In addition to her work in New York, she has also taught largely in Philadelphia, Pittsfield, Lenox, Williamstown, Albany, Hartford, Southampton, Orange, Washington, Pittsburg, Milwaukee, and Mt. Desert. Among her pupils are many who have become distinguished as players.

Whist is one of Miss Clapp's earliest recollections, as both her grandfather and grandmother were fond of the game, and in their day and generation noted for their skill. She was not quite nine years of age when she was admitted to the
of filling a vacancy at the
"The next evening after n
attempt," said Miss Clapp, i
rating the incident, "I ren
telling my grandmother that I
like to play again, as 'now
whist.' Her reply was mos
acteristic, to the effect that
who knew so much must
more sleep, and I was acco
sent to bed instead. I menti
incident because it illustrat
respect for the game; and al
I smarted under a sense of s
justice at the time as to e
her words indelibly upon m
ory, I have long since loo
myself from her standpoint.

"Later, as a young girl
continued, "I had the adv
of playing continually with
players outside of my own
One in particular stands out
relief—a man of such geniu
game that very few cared t
with him in the small whist
of a country town, fearin
wounds to their *amour pro*
his cutting frankness and m
criticism spared neither frie
foe. I have often said I w
trolled by two fears on thos
sions when I had the proud
of being his partner: the fi
that he should see the tears
were more than often in m
and the other, the dread t
would never play with me a

"When, later, circumstan
duced me to teach whist, I
how much good such a
master had done for me; and
plaining the many points
practiced for years, simply b
he commanded me to (w
going into the reason of thi
have found how philosophic
logical his conclusions were.

"The gift of imparting, it
to me, is a game in itself—e

ndent of the game one is at-
ng to teach; and it is just
in this thought, that the
of success in teaching seems
to lie. It is an excitement
the different avenues to dif-
minds—a problem which
tires, because it is so difficult
e."

, Charles M.—A well-known
nalyst and composer of what
tly called whist perception
ms. He was the first to origi-
ese fascinating exercises in
and has occupied the field
entirely alone up to the
t date.

Clay was born in Gardiner,
, October 7, 1847; the son of
o Clay, a leading lawyer of
nnebec bar, and Abby Bourne
member of the old Massa-
ts family after whom the
f Bourne was named. Both
Clay's parents were fond of
and his mother had a re-
ble faculty of guessing where
ds lay—a faculty which, it is
s to say, descended to her

welve years of age he began
e an active interest in the
forming with other boys a
le club which was conducted
ll the gravity of their elders.
een years of age he tried to
p a bent for business in a
n Illinois, but he soon found
e preferred an intellectual
ven at the price of being
l to educate himself. In this
or he succeeded, and in 1869
graduated from Dartmouth
e. During his college course,
r a year after graduation, he
school. In 1871 he became
gineer on the European and
American Railway, and a
ar later assistant chief en-
of the Boston, Hartford, and
Erie Railway, in Boston. Here he was burned out in the great fire of 1872, and this, in addition to the general railroad depression in 1873, caused him to leave the profession and return to teaching. In 1883 he became head master of the Roxbury High School, a position which he still holds.

All this time Mr. Clay continued to play his favorite game during his leisure hours. In 1880 he was invited by Fisher Ames to join the Boston Whist Club, but would not (much as he appreciated the honor) because they did not play the American game of seven points without honors. In 1886, in conjunction with G. W. Pettes and other believers in the American game, he helped to form the Deschapelles Club, in Boston, "which," he says, "we fondly hoped was to begin a new era in whist. The club had a mission to fill, undoubtedly, and filled it; but it was not established upon a right basis, and so died an inevitable death." He felt honored to be asked to undertake its reorganization and accept its presidency; but it did not seem to him to be founded upon correct principles, and consequently he declined. He subsequently organized the American Whist Club, of Boston, of which Fisher Ames became the president upon Mr. Clay's invitation. "At last," to quote his own words, "we have in Boston a whist club founded, it seems to me, upon a right basis, playing the American game, and with every element of permanency."

In October, 1893, he sent to *Whist* a hand taken from actual play, in which he had been able to place nearly all the cards after five tricks. Studying such hands seemed to him to be of much more value to the average player than dummy problems, and he had used his

method for several years to teach friends who had applied to him for assistance in learning the game. The warm reception accorded his "perception problem" upon its appearance in the November number of *Whist* encouraged him to continue similar contributions, and he adopted the principle of illustrating, in turn, all the different phases of actual play.

Whist of July, 1897, calls attention, as follows, to another whist invention of Mr. Clay's: "The new Clay movement, for use in compass games and for multiple fours, is a vast improvement over former methods whenever an even number of trays can be used at each table. This system, and the schedule for eights, are by far the most valuable recent contributions to the practice of duplicate whist, and New England will be thankful for the credit."

Clay, James.—The leading whist authority of his day, and one of the finest players of the game produced by England, the home of whist. Mr. Clay was born in London, December 20, 1805. His father, a merchant, was the brother of Sir William Clay, M. P. James Clay was educated at Winchester, and at Baliol College, Oxford. In 1830, in company with Disraeli, who maintained a close and life-long friendship with him, he traveled in the East. In 1847 he was elected to Parliament, as a Liberal, for Hull, and he continued to represent that borough until his death, which took place in 1873, at Regency Square, Brighton. Mr. Clay was married to the daughter of General Woolrych, one of Wellington's officers, and had a family, the best-known of whom are: Ernest Clay (now Clay Ker Seymer), a distinguished diplomat; Frederic Clay, the musician (who was also a government official of position, private secretary to Mr. Gladstone and many of the cabinet ministers of his time), and Cecil Clay, well-known in literary and artistic circles. To the latter we are indebted for the rare photograph from which the engraving of his father was made for this work.

James Clay's fame rests chiefly upon his admirable "Treatise on the Game of Whist," which was affixed to John Loraine Baldwin's "Laws of Short Whist," London, 1864. It has gone through many editions, being a logical, succinct, and pleasantly written book, which has won favor in all parts of the world. The laws of whist accompanying it were drawn up by a committee, of which he was chairman (see, "Laws of Whist, English Code"), and were adopted not only in England and the European capitals, but in America, and held sway here until the adoption of the American code. In 1881 an edition of Mr. Clay's book was published containing a short preface contributed by his sons, in which they stated that their father, before his death, had given his adhesion to the lead of the penultimate from suits of five cards or more, and to the discard from the strongest suit, instead of the weakest, when strength of trumps is shown by the adversaries.

During his long career in Parliament Mr. Clay was intimately associated with many of the leading men of the day. Despite their difference in politics, as already stated, he was the life-long friend of Lord Beaconsfield, and many friendly references to him are found in the published correspondence of the great prime minister. In a letter dated September 27, 1839, he speaks of Clay's "life of splendid

ure," and, after chronicling rious triumphs, concludes he following characteristic on: "To govern men, you ither excel them in their ac- shments or despise them. es one, I do the other, and both equally popular."

Clay was a most admirable f the old-fashioned player— ourteous, and imperturbable, gh he could occasionally say e thing when addressed by hom he disliked. Under the f *Castlemaine* he is described rge Alfred Lawrence in his "Sans Merci" (chapter 32), emark is put into his mouth we are assured on good au- was, in fact, actually made by id is about as severe a rebuke as ever known to administer ad partner. *Castlemaine* is with *Vincent Flemyng*, and ter, having backed himself because he had a tower of h to assist him, loses the rub- failing to lead trumps from an honor. The story goes say: "*Vincent* held the and four more trumps. If only gone off with that suit, ne was over. True, he had ery powerful hand, so he led h his own strongest suit, was trumped by *Hardress* ond round, and the critical ick was just barely saved. g said, 'I ought to have nps; there's no doubt of it.' ked at his partner (*Castle-* as he spoke, but the latter ed never a word till *Vincent* d the question pointedly. It n before stated that *Castle-* manner to men whom he not was somewhat solemn rmal. 'It has been com- he said very slowly, 'that thousand young English- nce heirs to fair fortunes, are wandering about the Continent in a state of utter destitution, because they would not lead trumps with five, an honor in their hands.' The ultra-judicial tone of the reply would have been irresistibly comic at any other time."

The following parallel stories to the above are told by "Cavendish:" The great authority was looking on at whist when the second player, whom he favored not, holding ace, king, knave, instead of playing king as he should have done, finessed the knave. The queen made, third hand; ace and king were afterwards trumped. The player then turned to Clay and asked whether the finesse of the knave was justifiable. To him the following crushing rejoinder, spoken very deliberately at the wall opposite, instead of to the querist: "At the game of whist, as played in England [pause], you are not called upon to win a trick [another pause], unless you please."

A player having asked for trumps, though he did not hold a trump (a most outrageous whist atrocity), his partner said, after the hand, "I presume you did not intend to ask, but pulled out a wrong card." "No," was the reply, "I had a very good hand, and wanted trumps out." Then, turning to Clay, he inquired, if, with a very good hand, his play was defensible. Clay threw himself back in his chair and stared at the cornice in the next room. He had a long cigar cocked out of one corner of his mouth, and as he spoke, in his "ultra-judicial tone," his voice seemed to proceed, in a most comical and indescribable manner, from behind the cigar. He said: "I have heard of its being done once before [pause], by a dear old friend of mine [pause]." "And," innocently pursued the victim, "was

your friend a good judge of whist?" "I am *bound to add*," resumed Clay, as though he had wished to conceal the fact, but that the recital of it was wrung from him by this question, "I am bound to add, that he died shortly afterwards [pause, and then very distinctly] in a lunatic asylum!"

In answer to a question as to what Mr. Clay's attitude toward the modern developments of whist would be, were he alive to-day, his son, Cecil, writes as follows: "I should be loath to speculate on that point, and, indeed, could not do so with any confidence. There is no ground to go on, unless it may be considered that a small inference may be drawn from the fact of his giving his adherence to the then new system of leading a penultimate card in the case of an intermediate sequence: a fact which we mentioned in a subsequent edition of his book. As that may be considered, I imagine, the initial stage of the system which has culminated in American leads, and also as my father was first the mentor and subsequently the fellow-counsellor of my friend 'Cavendish,' it would seem that the adherents of modern whist developments might with some justice entitle themselves to consider that he would have participated, to some extent at least, in their views. I could not, however, commit myself to any opinion on that point."

I am often asked my opinion of Clay's play. In the first place, what particularly struck me was the extreme brilliance of his game. * * * In the second place, though no one knew better than Clay when to depart from rule, no one was more regular in his observance of rules. He combined the carefulness of the old school with the dash and brilliancy of the new.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

As to Clay's manner of playing, I have heard him called a slow player. That, however, is hardly correct. He should rather have been called a deliberate player. His system was to play every card at the same pace. Hesitation is often to the player's disadvantage; and Clay's object, in playing deliberately, was that his pause, when doubtful as to the correct play, should not be taken for hesitation, but should be attributed to his natural habit of machine-like play.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

It is, of course, a pure matter of speculation as to how far Mr. Clay would have given his adherence to the recent innovations in the game. It is a fact, however, that he admitted his adhesion to the lead from the "intermediate sequence," and even looked with favor on the lead from the penultimate card, and as these leads were the first step in the direction of the present system of leading, it is quite possible that were he here now, we should find him leading the "card of uniformity" with the same conscientiousness as the most faithful adherent of Mr. Trist.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," *1892*.

In 1864 appeared "Short Whist," by James Clay, the acknowledged authority on the game in his day. This is an admirable work, and is full of suggestion for those who read between the lines. Unfortunately, however, it is not up to date. It is well known that Clay intended, in a second edition, to recast a portion of his treatise. Illness, terminating fatally, prevented the execution of this scheme, and the author's sons, with whom the copyright rested, decided, with filial devotion, not to make any alteration in their father's work, notwithstanding that they were aware of the intention above expressed.—"*Cavendish*" [*L. A.*], *in* "*The Whist-Table.*"

Clear a Suit, To.—To clear a suit is to force out the commanding cards contained therein, especially when they are held by the adversaries. A player also clears a suit when he unblocks, so as to give his partner full swing in it. (See, "Unblocking.")

Clerical Errors.—Errors in whist due to carelessness or defective memory; mistakes which are not due to inherent bad play, and which the player himself would immediately correct had he the opportunity to do so.

By clerical errors I mean such palpable mistakes as leading out of turn, mistaking the trump suit, playing a club to a spade suit when you hold a spade, or a diamond to a heart suit when you hold a heart.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Clubs.—One of the four suits into which a pack of cards is divided; one of the two black suits. On German cards clubs are represented as acorns, and in French they are called *trefles* (trefoils). Cards used in English-speaking countries are directly derived from the French, but the name clubs, applied to the trefoils of this suit, is taken from the Italian *bastoni* (batons or clubs), which was derived from the Spanish (*bastos*, batons), the first modern cards having been printed in Spain.

Clubs.—See, "Whist Clubs."

Coat Cards. — See, "Court Cards."

Code.—See, "Laws of Whist."

Coffin, Charles Emmet.—American whist author, was born in Salem, Ind., July 13, 1849. He is a descendant of Tristram Coffin, of Nantucket; was educated at Bloomington College, studied law, and was admitted to the bar in 1871. Now carries on a successful real estate and banking business in Indianapolis, Ind. A clear, concise, and able exponent of the "Cavendish" school of modern scientific whist.

Mr. Coffin, like thousands of others, had played at whist in the ordinary way for many years. In 1890 he organized a small club of neighbors for the systematic study of the game, using the works of "Cavendish," Drayson, Pole, Proctor, and Ames as text-books. He soon became impressed with the fact that only a small proportion of the persons who claimed to be good players possessed any knowledge of the modern scientific game, the principal reason being that they had been lost in their efforts at studying whist in a labyrinth of laws, leads, rules, etc. In analyzing the leads and reducing the rules to a concise and comprehensive form for his club, Mr. Coffin conceived the idea that his condensation might prove valuable to other students of the game, and so published the work in 1894, under the happy title of "The Gist of Whist." It became popular at once, and in four years reached its fifteenth thousand. In 1893 Mr. Coffin joined the Indianapolis Whist Club, which was one of the charter clubs of the American Whist League. In 1894, at the fourth congress of the League, in Philadelphia, he was elected a director of the League.

"Combination Game, The."—The ideas which as successful a teacher as Elwood T. Baker embodies in his whist instruction, must have merit enough to command attention and respectful consideration. What he calls the common sense or "combination game" is, what its name implies, a combination of both the long and short-suit principles guided by the teachings of experience and sound, practical judgment. At our request, Mr. Baker has given the following details concerning his method:

"The more I investigate and play, the more deeply am I convinced that the best game of whist is that which is as free as possible from all arbitrary conventions and signals, and one in which no absolute or arbitrary meaning should attach to any particular card or style of play other than what is naturally indicated by the card itself. I believe that to use the queen, ten,

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or nine, as played by Philadelphia players, to mean a call through an honor; or, that the play of an intermediate card as a bid for a ruff, as advocated by Howell; a two, three, four, and five, as a positive call for trumps (or the lowest of a long suit), as in the 'invitation game,' embarrasses and cripples the freedom and scope of the player, and is a positive detriment, for the reason that one does not always find the conditions to suit the play. In my own practice for a long time I have entirely abandoned the call for trumps, number-showing leads, and all other conventions included in the system of American leads, and have found it much more enjoyable, and, if anything, a better intellectual exercise, and at the same time, have not found it any less successful. American leads are intended to make the game easy, so that the merest tyro can soon learn to count the cards and combinations from which they are led, but the game of the future, in my opinion, will require the player to use his perceptions more in determining proper play by inference and deduction from the fall of the cards; and, therefore, it will be more difficult and require greater experience and skill.

"In order to play the 'combination,' or any game, for that matter, the player must have a wide knowledge of the possibilities of the cards and the best method of treating different hands. Among the things that I insist on in playing this game, are: (1) That the lead of a card indicating a short suit must be from a short suit, except in rare cases. In other words, I think the 'top of nothing,' or the top of a long weak suit, is a losing game. (2) Holding the command of a suit which your partner opens as short, and you are also short, you must not part with the command on the first trick. For instance, if partner leads a nine, second hand covers with jack, and you hold ace and two small, you must on no account cover and give up command of adversaries' suit. (3) Holding two short suits, one a three-card and the other two, lead from the longer if you are strong in trumps, the weaker if you are willing to be forced. The reason for this is, that when you lead a short suit it is generally to assist your partner in his long suit, and if you have trump strength you can better do this with the longer than with the two-card suit, if it proves to be your partner's. There are other peculiarities or styles of play, which cannot be called conventions, but grow out of a close study of the cards from actual play, and are suggested by common sense."

Mr. Baker adds that, although he believes in playing the long-suit game, he does not believe in opening with a low card from an unestablished long suit, unless he has sufficient trump strength or re-entry cards, or both, to warrant it. "In actual practice," he continues, "following the foregoing line of play, it will be found that in not more than one out of every eight hands will one be justified in opening with a low card of his long suit, so that the 'combination game' is very nearly like what is generally known as the short-suit game. I am convinced that in the great majority of hands a short-suit opening is the safer and sounder play, and that it results more frequently in getting your long suit established than if you were to lead it yourself in the first place. When to lead short suits, and what kind of openings to make from the multitude of combinations, requires much judg-

ment and experience, and adds much to the zest of the game."

Combination Principle, The.—The whole practice of the modern scientific game of whist may be said to rest upon the fundamental principle of combination of the hands of partners. The exposition and philosophic application of this principle is due to the labors of Dr. Pole, who also showed that the most efficient way in which to apply it in actual play is through the medium of the long suit.

The advantage of combination in whist is now impressed upon every student of its niceties. The practice of playing for your own hand alone was condemned by Clay, "as the worst fault which I know in a bad player."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

"Why should men play whist so that you can know by the cards they play what they hold in their hands?" On this depends the beauty and the principle of the game. In whist, it is a combination of your own and your partner's hand against those of your two adversaries.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

It is said that you might often play your own hand to more advantage by treating it in your own way, and that the combined principle may lead you to sacrifice it. But this objection is merely founded on a misapprehension as to how the principle is applied; for a study of the resulting system will show that it is calculated fully to realize any advantages your own hand may possess, while the cases in which sacrifice is required are only those in which the joint interest is indubitably promoted thereby. Then, secondly, it is objected that all indications given to your partner may also be seen by the opponents and turned against you; and it is sometimes argued that by enlightening in this way two enemies and only one friend you establish a balance to your disadvantage. But this involves a confusion in reasoning; for, if the opponents are equally good players, they will adopt the same system, and the positions must be equal; and if they are not good players they will be incapable of profiting by the indications you give, and the whole advantage will rest with you. Besides, many players do not pay so much heed to their opponents' as to their partner's indications, the attention being always most prominently directed to the partner's play.—*William Pole* [*L. A+*], "*The Theory of Whist.*"

Come to Hand.—An expression used by some English whist-players, meaning to obtain the lead.

Command.—The best card or cards of a suit, the holding of which gives the player control; the winning cards over all those which are in play. A player has command of a suit from the moment when he is able to take every trick in it, no matter by whom led. This is complete command. He may also hold strength enough in the suit to give him temporary or partial command. It is highly important to obtain and retain the command of an adversary's suit, but more important still to get rid of the command of your partner's suit, in order not to block him in endeavors to bring it in. (See, "Unblocking.")

Keep the commanding card, or the second best guarded of your adversaries' suit, as long as it is safe to do so; but be careful of keeping the commanding card single of your partner's, lest you should be obliged to stop his suit.—*James Clay* [*L. O+*].

Keep the command of your adversary's suit, and get rid of the command of your partner's suit. In the first case, you obstruct the adversaries' suits, and prevent their establishing them; in the second case, you assist in clearing the suit for your partner.—"*Cavendish*" [*L. A.*].

Commanding Cards.—The best cards unplayed in any suit; the cards which give the command to a player.

Comments.—As silence is one of the essentials of good whist, all comments should be barred during the play of the hand. (See, "Conversation.")

It is positively unfair to make any comments upon your hand before the play,

and it is in wretched taste to complain about your weak hands at any time.—*C. D. P. Hamilton* [*L. A.*].

After a hand is played, comments, in nine cases out of ten erroneous—for the same result would have eventuated from different play—are made, which provoke reply.—*W. M. Deane* [*L. A+*].

Common Sense of Whist.—The quality in a good player which enables him to solve difficulties and surmount critical situations where no rules apply, or where he must violate the rules in order to win. At one time the maxim, "When in doubt, win the trick," was much applied. A better maxim is, "When in doubt, use your common sense."

Success at whist depends upon the faculty of combination and the rapidity and accuracy with which correct inferences can be drawn from the fall of the cards, and if information is to be withheld because the adversaries may make use of it for the purpose of their strategy, the whole science of the game is gone. But there may be, and frequently is, an abuse of uniformity, where, in order that his hand may be counted or his cards known, a player will, under all conditions and without reference to the score, play according to conventional rule. Good players will, however, frequently deviate from recognized play, and indulge in what I hope I may be permitted to call the common sense of whist.—*F. H. Lewis* [*L. O.*], *Foot-note in Proctor's "How to Play Whist."*

"Common Sense School."—A name applied to a school of players who follow the teachings of R. F. Foster, eschewing American leads, signals, and conventions of all kinds, and confining themselves to this simple mode of play: To lead from short suits when they have no long suit which they can reasonably hope to bring in. (See, "Short-Suit Leads, Foster's.")

Compass Whist.—A variety of progressive duplicate whist (*q. v.*), in which the players are arranged according to the points of the compass (north and south playing against east and west), and retain their relative positions throughout the play. Sometimes the players move in one direction while the trays containing the hands for the overplay are moved in another. Sometimes the trays only are moved, and the players sit still. It is the earliest form of the progressive game, and is well adapted to large numbers of players, especially in informal gatherings, where no special number of tables has been agreed upon. The players having the greatest number of tricks above the average are declared the winners.

In the East, however, for some reason, the title "progressive whist" has never been popular, while the system itself has flourished under the title of "compass whist," so called because the four players at each table occupy the four points of the compass.—*Milton C. Work* [*L. A. H.*], *"Whist of To-day."*

Before the invention of apparatus for carrying the cards from one room to the other without mishap or confusion, the players were in the habit of slightly shuffling their thirteen cards, and then leaving them face down on the table, with the trump turned, the four in one room then exchanging seats with the four in the other room, each retaining the point of the compass he originally occupied.—*R. F. Foster* [*S. O.*].

"Compleat Gamester, The."—A book of instruction on billiards, chess, etc., published in London, by Charles Cotton, in 1674. It contained a description of "Ruff and Honours," the game from which whist was directly developed. Whist is incidentally mentioned in the introduction. In a subsequent edition (1680) occurs the first printed attempt at a description of the present game, which was said to have been named "whist, from the silence that is to be observed in the play." It is stated to be a game not differing much from "Ruff and Honours," of which the details are given. Cotton also sets out at

length the tricks of the professional sharper, saying: "He that can by craft overlook his adversaries' game hath a great advantage." He points out that by winking, or by moving the fingers, the knowledge of the honors in his possession can be communicated by a player to his partner. He declaims against "reneging, or renouncing—that is, not following suit when you have it in your hand. It is very fowl play," he says, "and he that doth it ought to forfeit one." A subsequent edition of the work was brought out by Seymour. (See, "Whist, History of.")

Congress, Whist.—See, "American Whist League."

Consultation.—In the English game, except in the case of a revoke, partners are not allowed to consult as to which of any given penalties to exact. They may, however, agree as to which partner is to exact the penalty. In the American duplicate game (*Law I.*), "a player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce."

Conventional.—Of established usage; generally accepted; as, the conventional lead of the ace from ace, queen, jack.

Conventionalities.—The conventionalities of whist are those things pertaining to the game which are established by usage, precedent, or general acceptance. In the earlier history of the game the conventionalities were comparatively simple, and few in number; but as whist became more scientific and intricate, conventionalities multiplied, until to-day it is hard to draw the line between conventionalities proper and plays that are merely arbitrary arrangements or expedients.

The Americans, taking hold of the fact of the "mutual understanding" necessary to communicate information between partners, include under the name of "conventionalities" all sorts of information, making no distinction between an inference drawn from the normal play of a card for ordinary general expediency, and an arbitrary interpretation of it, which only acquires meaning by special compact between partners. They forget that the former is as old as Hoyle, and is an essential element of whist play; the latter is of quite recent introduction.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Conventional Play.—Any generally accepted and understood play.

Conventional Signals.—Generally accepted and understood signals, by means of which legitimate information is conveyed between partners at whist; such as, for instance, the play of an unnecessarily high card followed by a lower one, known as the call for trumps; the return of the highest from a short suit; the play of the lowest of a sequence; the discard of the highest of a suit when you have entire command, etc. Conventional signals are as old as Hoyle, in principle. They must be generally known and accepted. In this manner they are distinguished from private signals, or private conventions, which are condemned by all fair-minded players.

The conventional methods of communication, which every player should know by heart, may be divided into two classes: those used in *attack*, and those required for *defense*. In attack, the facts required to be known are: (1) The general strength or weakness of the hand, and the best suit it contains—shown by the original lead. (2) Whether the suit is established or not, and if not, how much establishing it needs—shown by always leading from certain combinations of

cards in certain ways under similar conditions. (3) The assistance that can be given to the partner—shown by the return leads and the management of trumps. (4) The number of trumps held—shown by leading them, by "calling," by "echoing," by "passing," and by "forcing." In defense, the partners require to know: (1) What chance there is of stopping the adverse suits—shown by the second-hand play, and by the last player winning the trick with the lowest possible card. (2) The suits which are best protected. (3) The suits which it is desirable to have led; and (4) the suits which it is desirable to avoid—all shown by the discard.—*R. F. Foster* [*S. O.*], "*Johnson's Universal Cyclopædia*," *1895*.

Conventions. — See, "Private Conventions."

Conversation.—The conversation necessary to carry on a good game of whist could easily be supplied by mutes. In other words, no conversation is necessary during actual play, if all the players strictly observe the rules and play whist. Conversation between deals is permissible, but should not be of a nature to disturb other players in the room. (See, also, "Silence.")

It is an axiom that the nearer your play approaches to the dumb man, the better. —*Thomas Mathews* [*L. O.*].

No conversation should be indulged in during the play except such as is allowed by the laws of the game.—*Etiquette of Whist, American Code*.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand or of the game.—*Etiquette of Whist, English Code*.

Whist is the game of silence. Talking must cease when the first leader throws his card; silence must continue until the last card of the hand is played.—*G. W. Pettes* [*L. A.*], "*American Whist Illustrated*."

"What are trumps?" "Draw your cards." "Can you not follow suit?" "I think there is a revoke." The above remarks, or their equivalents, are the only ones allowed to be used, and only by the person whose turn it is to play.—*Deschapelles*, "*Laws of Whist*," *Article 110*.

Free and full discussion of the hand, of the play and of the principles involved is not only admissible, but highly desirable, with a view of promoting good whist; but such conversation should only be carried on after the play of the hand, and before beginning the next.—*George V. Maynard* [*L. A.*], *Whist, June, 1892*.

You may remind your partner, if dealer, to take up his trump card; caution him to hold up his hand; and warn him not to throw down his cards. The question, "Who dealt?" is held to be irregular, but on what ground is not clear; for you may inquire whether the cards are correctly placed for the next deal.—*William Cusack-Smith* [*L. O.*].

"Coroner's Table."—A table, specially provided, at which hands are examined and criticised after they have been played.

Correspondence Match.—See, "Whist Match by Correspondence."

Cotton, Charles.—The author of the "Compleat Gamester," was born in London, England, 1630. His volume, which was the first printed book to contain a descriptive allusion to whist, was published in 1674. He was the adopted son and fellow-angler of Izaak Walton, and added a second part to the fifth edition of the latter's "Compleat Angler," in 1676.

Count.—To count the cards at whist is to watch and remember how many of each suit are played. Only players with most extraordinary memories can remember every card. Ordinary players are satisfied if they can remember the high cards out and the number of trumps played. Keeping count of the game is to record the number of tricks or games scored.

Travelers tell us that savages cannot count beyond ten. Long experience at whist has convinced me that it is far more difficult than is commonly supposed for civilized people to count thirteen.—"*Cavendish*" [*L. A.*], "*Card-Table Talk*."

Counters.—Pieces of ivory or metal by which the tricks, games,

ıbers won by each side are indicated, so that the state core may be ascertained at ge of the game. Counters ıuently made of one piece, rolving or other devices, by of which the desired infor- is given.

ıplicate whist, it was at first ıry, in this country, to use counters, or poker chips, ce the same on the tray in re of the table at the begin- the hand. Each side, upon ; a trick, took a chip, and having a majority of the on, and counted the num- r six. On the overplay of ds some players did not use ıters, but played and gath- tricks in the ordinary way. nprovements in the play of e have caused the majority players to go back to the Allison (*q. v.*) method of g the tricks, which is the ıple, and contains the great- ıber of checks upon mis- By this method each player lays each card which wins or his side (whether taken elf or partner) straight be- ı, top toward the centre of e. Cards of a losing round down horizontally. Thus e for each hand is kept by sons.

understood, of course, that icate whist score-cards are stead of counters, in record- final result of play.

.—A brilliant play, not di- by any special rule (and ade in defiance of rules), by n advantage is gained, or a situation met. Some of e familiar examples of this whist strategy are: The up, Deschapelles' coup, and d coup, by means of which a player rids himself of a superfluous trump. "Cavendish" describes seven different coups in his "Laws and Principles of Whist." Fisher Ames also mentions the following as coups: Leading from weakness in trumps with a desperate score and a poor hand; treating a long suit as if it were a short one; leading the weakest suit; refusing to trump, or to overtrump; holding up the winning card on the second round; refraining from drawing the losing trump; leading a losing card to place the lead, and playing high cards to avoid the lead.

A coup is a well-judged departure from rule.—*C. D. P. Hamilton* [*L. A.*].

What are called "coups" are often cases where to follow the rule ensures your losing the game.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

Coups, * * * when divested of mist and halo, are found to be the result of quick apprehension rather than the flight of genius.—*Clement Davies* [*L. A+*], "*Modern Whist.*"

Coup de Sacrifice.—The play by which a master card, sure to take a trick, is intentionally given to the opponent. Named a "coup de sacrifice" by G. W. Pettes.

Court Cards.—The ace, king, queen, and jack are popularly spoken of as court cards, although, strictly speaking, the term applies only to the king, queen, and jack, being corrupted from *coat* card—*i. e.*, a card bearing the representation of a coated figure.

Courtney, William Prideaux.—English whist author. He is the fifth-born and third surviving son of John Sampson Courtney, of Alverton House, Penzance, his brothers being the Rt. Hon. L. H. Courtney, M. P., and John Mortimer Courtney, C. M. G., deputy minister of finance, Canada. Mr. Courtney was born April 26, 1845,

at Penzance, and educated at the local grammar school, 1856–9; and in the London city school, from 1859 to 1864. He entered the office of the ecclesiastical commission the year following, and retired in April, 1892, at which time he was head of the pay-room.

Mr. Courtney has played whist privately for many years, but since 1885 has been a regular player at the Reform Club. He is also a member of the Baldwin Whist Club, in Pall Mall, and a player at the Sussex Club, in Eastbourne, the new club at Cheltenham, and the Malvern Club, at Malvern. He favors the long-suit game, with modifications to suit emergencies, and plays the old leads.

His "English Whist and Whist-Players" is an important contribution to whist literature, being chiefly historical in its nature. It was published in New York and London, in 1894. He is also the author of one or two other works, not in the line of whist. He has been on the staff of the "Dictionary of National Biography," and was a contributor to the concluding volumes of the last edition of the "Encyclopædia Britannica."

Court of Appeals.—See, "Judges of Appeals."

Cover.—To play a higher card on a high card led; as, for example, to cover an honor with an honor—the king being led, you put on the ace, second hand.

Fundamentally, the duty of the second hand is to play low, but this conventional and natural procedure has been modified materially from the earliest times in cases where an honor is led originally. Thus, second hand is expected to cover a high card led with the lower of any two high cards held in sequence; he is expected to cover an honor with the ace if held without any other high cards; to cover an honor with an honor, if holding three cards; to cover an honor if holding any number of cards including the ten; and to cover a nine, or higher, when holding king, queen, or jack, and only one small.

In recent years, however, the question has arisen whether it is best for second hand to cover when holding king and one small card only. Dr. Pole, at the suggestion of "Cavendish," investigated the matter scientifically, and came to the conclusion that it was not. In fact, he became convinced that the second hand should not cover an honor led with any other card but the ace, no matter what number was held in suit. But W. H. Whitfeld, on examining Dr. Pole's arguments, and making calculations of his own, came to the conclusion that no advantage is gained by not covering queen led, holding king and one small. He states that, on the contrary, there is a distinct disadvantage in not covering, if the queen should be led from short suits. He formulates the following rule: The second player, holding two cards (not the ace) only of the suit led, should, if possible, cover the nine, or any higher card led.

Cover a high card, as a rule, second hand.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist*"

It is useless for him [the second hand player] to cover an honor with a single honor, unless it is the ace.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Many do not cover the knave with the king, holding king and two others. Yet it can easily be demonstrated to be the correct play.—*Charles S. Street* [*L+A.*], "*Whist Up to Date.*"

Dr. Pole, applying his high mathematical and logical attainments to the solution of the question of second hand covering an honor with an honor, holding fewer than four in suit, published the results of his calculations in the *Field*,

, 1884, by which he demonstrated
: covering was disadvantageous.
at period this time-honored prac-
been abandoned.—*N. B. Trist*
Harper's Magazine, March, 1891.

nestion of covering, second hand,
, in my opinion, depend so much
culation of the number of times
y will win or lose a trick in the
n the consideration of the amount
ief done by assisting an adver-
establish his suit, and especially
irst round. I do not see how this
ascertained, and until it is ascer-
look upon the discussion more
cademic than a practical one.—
lish" [*L. A.*], *Field, 1894.*

mps the recognized play [second
rith either king, queen, or jack
e small card, for years was the
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conclusively proven that with
ing and one small, or queen and
ll, unless the nine or ten is led,
or is a trick-losing play, as it en-
se leader to finesse too freely in
rn. With the jack and one small,
stion is much more doubtful, and
sion of the best players is very
divided. The writer believes it
this case to be governed by the
he card led. If it is so high (nine
) as to indicate great strength in
er's hand, it is probably best to
jack on the first trick; otherwise
ilton C. Work [*L. A. H.*], "*Whist*
y," *1896.*

"Cavendish" was in America,
nt [covering an honor with an
ame up in conversation, and he
d how the change of rule came
From time immemorial the ac-
ule of play had been to cover an
ith an honor, holding but three
it. "Cavendish," playing against
ard Dalby Dalby, led a queen.
by, holding king and two small,
and, passed. At the end of the
Cavendish" remarked: "Dalby,
nly had three cards of the suit,
In't you cover?" Mr. Dalby re-
I have long since made up my
at it is disadvantageous at second
cover queen with king, holding
the suit." Mr. Dalby's observa-
"Cavendish" to thinking, and
: to Dr. Pole, asking if it was pos-
ascertain by calculation whether
was right for the second hand to
nder the circumstances stated.
made an exhaustive calculation,
bsolutely demonstrated that it
rrect to cover an honor led with
or except the ace, irrespective of
in the suit, and this calculation
olished in the *Field—Robert H.*
L. A.], *Whist, May, 1894.*

"Crawley, Captain."—The pen name of George Frederick Pardon, an English whist author who, in the estimation of "Cavendish," wrote "the worst book on games ever published." All his life he was an industrious booksellers' hack, rarely appearing before the public under his own name. His ventures in the domain of whist were: "Whist: Its Theory and Practice," which appeared in 1859, and was dedicated to his "friends and partners in many hard-fought games, Thomas Ridgway and Thomas Clementson;" "A Handbook of Whist on the Text of Hoyle," 1863; "Theory and Practice of Whist," 1865; and "Whist for all Players," 1873. He died August 5, 1884, at the Fleur de Lis Hotel, Canterbury, England.

Critical Endings.—Final rounds in a hand at whist when extraordinary skill may be displayed, or found necessary, in winning or saving the game. Hamilton, in "Modern Scientific Whist," illustrates sixty critical endings, which are invaluable to the whist student. (See, also, "Perception Problems.")

The end-hand in whist is very often susceptible of brilliant treatment. It is here that the liability to error is greatest. To insure correctness in end-play the most consummate understanding of the entire game is requisite.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The chief points arising at the close of a game are these: (1) The right choice of cards to throw away to winning cards either of the enemy or of your own partner; (2) placing the lead, and (3) what may be regarded as a combination of both points, the recognition of the necessity which sometimes arises for throwing away a winning card or an extra trump—playing what is called (after Deschapelles) the *grand coup.*—*R. A. Proctor* [*L. O.*].

Cross-Ruff.—The play by which each partner ruffs or trumps the other's suit, alternately led for that

purpose. Also called "see-saw" (*q. v.*).

There is nothing so destructive of good suits as a cross-ruff, if allowed to continue.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Crown Coffee-House.—A coffee-house on Bedford Row, at that time an aristocratic locality in London. The Crown was one of a number of such resorts of high character, corresponding to the social clubs of the present day, and within its portals whist received its first serious consideration as a game. Up to this time it had been crudely played in taverns and low resorts, but about the year 1728 the first Lord Folkestone and a party of gentlemen made a regular study of it at the above-mentioned house. (See, "Folkestone.") It is also surmised that Hoyle may have been a frequenter of the Crown, which soon set the fashion for other coffee-houses. At all events, he was familiar with the teachings of the Folkestone school, to which he added a number of improvements, and after the publication of his "Short Treatise," in 1742, there ensued a great whist boom in England. (See, "Hoyle.")

About fifty years ago [1736] whist was much studied by a set of gentlemen who frequented the Crown Coffee-House, in Bedford Row. Before that time it was chiefly confined to the servants' hall, with "all fours" and "put." They laid down the following rules: To play from the strongest suit, to study your partner's hand as much as your own; never to force your partner unnecessarily, and to attend to the score.—*Hon. Daines Barrington*, "*Archæologia*," vol. v. (1786).

Curiosities of Whist.—A volume might be filled with curious incidents and matters connected with whist, both of a technical or scientific, as well as of a historical, nature. "Cavendish," in his "Card-Table Talk," devotes considerable space to matters of this kind, as does also Proctor, under the head of "Whist Whittlings," in his book, "How to Play Whist," and W. P. Courtney, in his "English Whist and Whist-Players." Aside from the curious features connected with the play or distribution of the cards, there are many interesting things to be told; as, for instance, the following:

Lord Clive, the Indian nabob, was an inveterate player and gambler. He played whist on the day of his suicide, excusing himself from the table during an interval in the game, and killing himself a few minutes later. Lord Mountford, another great gambler, played whist the last night of his life, on December 31, 1754. Next day he committed suicide. Lord Rivers sat down one night at the Union Club, in London, to play whist, with £100,000 in bank-notes before him. By morning he had lost everything, and on January 25, 1831, his body was found in the river. The Duke of Clarence, exactly one year to a day after this event, was stricken by death while playing whist, after dinner. Lord Lansdowne was taken ill while playing a rubber in the drawing-room of White's Coffee-House, in July, 1866, and died very soon afterwards. Von Moltke, the great field marshal, played a remarkable game of whist on the night before his death, making a slam and winning the rubber.

Stories of players who became so absorbed in the game that they played for twelve to twenty-four hours at a stretch are very common. Such a player was Lord Granville; and Elwes, the most notorious miser in all England, was another. Although he resisted with might and main the expendi-

of a few pennies in the ordi-
r transactions of life, at whist
was carried away with the
e, and frequently risked thou-
ls of pounds. Upon one occa-
he is said to have played for
days and nights without inter-
ion.

r. John Moore, father of the
int Sir John Moore, tells in his
ews of Society in Italy" (1790),
, at Florence, he was invited to
me one of a whist-party in a
at the opera. In vain he
ed that an adjournment might
taken to a more convenient
e. The answer was that "good
ic added greatly to the pleasure
whist-party; that it increased
oy of good fortune, and soothed
ıffliction of bad." From that
forward, during his stay, a
er of whist in the stage box,
ı a table provided for the pur-
, was the regular thing every
a night.

curious interlude in a game of
t happened at Edinburgh. It
rise to a humorous remark by
d Hume which was remem-
d for more than seventy years.
pears that a married lady was
ing a rubber of whist at a table,
ı suddenly she was seized with
throes of labor. Hume, who
one of those present, playfully
ed the child the little "Paren-
s," and by that appellation she
it was a girl) was known all
ife, as is told in a letter writ-
by Sir Walter Scott to his
d Morritt.

good story is told of Catherine
Russia, who was devoted to
t, among other things, and
ıently gave "little whist-
es at which she sometimes
ed, and sometimes not." On
of these occasions, while pass-
from table to table, watching
ılay, she had occasion to ring
for a page. The latter was busy in the ante-room, also at whist, and could not tear himself away at a critical stage of the game. Her majesty rang again and again, and still receiving no answer, became furious. Upon going to the ante-room in person to wreak vengeance upon the luckless wight, it is said her anger gave way to kindly sympathy such as she was rarely guilty of, and instead of having him knouted or transported to Siberia, she dispatched him on his errand, and played his hand for him until his return. All of which is an additional proof of the fascination, power, and civilizing effects of the great game. (See, also, "Duke of Cumberland's Famous Hand," "Phenomenal Hands," "Problems," and "Vienna Coup.")

Cusack-Smith, Sir William.—An English whist author who published, in 1891, a small text-book, which he called an "Encyclopedia of Whist, Prefaced with Words of Advice to Young Players."

Cutting.—The act of dividing a pack of cards to decide who shall play at a table, who shall be partners, who shall deal, or as a preliminary to the deal. A cut must be at least to the depth of four cards. If, after the cards have been cut, the dealer drops a large portion of the pack under the table or on the table, so that they cannot be put together exactly as they were cut, Clay's decision was that there must be a new cut. (See, also, "Cutting to the Dealer.")

The ace is the lowest card. In all cases, every one must cut from the same pack. Should a player expose more than one card, he must cut again.—*Laws of Whist* (*English Code*), *Sections 13–15.*

In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he

aler reshuffles the pack after it roperly cut, he loses his deal.—*Whist (American Code), Sections*

, Parson."—A character r Lytton's romance, "My *Parson Dale* is a model ayer, as good in his way as *ittle* in hers. So anxious to play correctly that he ed even by his adversa- takes. He was completely hen matched against foe- thy of his steel, and only in the game when con- n legitimate and scientific s.

n, Miss Frances S.—Miss s a teacher and player of d ability, and has many Baltimore, where she re- he informs us that she has hist all her life, but began the game in 1893. To Miss k's instruction she owes a re of her present profi- She has played constantly Baltimore Whist Club, formation a few years ago, ig the first season she won es' first prize, receiving Work's new book on Her team won in two severe against the strongest team hia could muster. Miss s a strict adherent of the school and American he is a very steady player, eives her partner, and fol- ules. She has been pres- he Woman's Whist Club, ore, but in 1897 declined tion, as her work as a ccupied all her time.

, Clement.—An English thor, whose book, "Mod- st: the Complete Theory tice," was published in it he emphasizes the importance of playing to the score, which he claims is fundamental, and should receive the first consideration. His instructions follow those of the "Cavendish" school and the American leads. Mr. Davies is a graduate of Trinity College, Cambridge.

Dead Suit.—A suit in which the player holding it cannot possibly take a trick.

Deal.—To deal is to distribute the fifty-two cards at whist. The deal means the privilege of thus distributing the cards, and the cards themselves when distributed are also spoken of as the deal.

Each player deals in turn, the one who cut lowest in the selection of partners dealing first. The deal passes around the table, always to the left.

The cards are dealt, one card to each player, beginning to the left of the dealer, and continuing until the entire pack is exhausted. They should be dealt slanting downward on leaving the hand, so that their faces may not be exposed to any of the players. In the early history of whist it was customary to deal four cards at a time to each player, "but," says Seymour, in 1734, "it is demonstrable there is no safety in that method," and "now the cards are dealt round one and one at a time as the securest and best way." It is a curious fact that Deschapelles, the great French player, favored the original mode of dealing more than one card at a time. In his "Laws" (article 36) he says: "It is singular enough that the plan of dealing out an entire pack of cards, one by one, should have ever been adopted. It is sometimes a great fatigue, and one which has imposed upon a class of persons who would willingly

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share of her present profi-
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the Baltimore Whist Club,
its formation a few years ago,
ıring the first season she won
adies' first prize, receiving
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dispense with it." This objection becomes intelligible when we remember that Deschapelles had but one arm, having lost the other in the defense of his country. There can be no doubt that the plan of dealing one card at a time is the safest and best.

In duplicate whist, on the duplicate or overplay of the hands, provision is made whereby each player has every position at the table an equal number of times, or as nearly so as possible. The leader is indicated by an index finger or other mark on each tray or other device for holding the hands, and the position is varied in the different trays. As the dealer always comes just before the leader, the supposed advantages of the deal and lead are preserved in this way, although no cards are actually dealt in the overplay.

Each player deals in his turn; the right of dealing goes to the left.—*Laws of Whist* (*English Code*), *Section 33*. (See, also, "New Deal.")

A deal may be lost irrespective of any misdeal, and a misdeal does not in every instance forfeit the deal.—*Sir William Cusack-Smith* [*L. O.*].

A player has a right, if he choose, to allow his deal to be taken from him; but never, designedly, to take that of others. —*Deschapelles* [*O.*], "*Laws*," *Article 38*.

During the deal is the term applied to the time between the taking of the last trick of a hand and the turning of the next trump card.—*Rules of the Deschapelles Club, Boston*.

The total number of different ways in which the fifty-two cards may be distributed among the four players * * * amounts to 53,644,737,765,488,792,839,237,-440,000.—*William Pole* [*L. A.*], "*The Philosophy of Whist*."

The deal is so decided an advantage, where five is the number to be played for [at short whist], that I am confident two bad players with the first deal in every game would in the long run beat the two best players in England.—*Thomas Mathews* [*L. O.*].

The deal and the lead are the original opposing elements in the game of whist. Here is the starting point of analysis, the foundation of the philosophy an egy of the game. The dealer l advantage, being the only player from the first absolutely sure of l a trump or having the last play trick.—*Emery Boardman* [*L. A.*], *ning Whist*."

Dealing.—When the pack has bee erly cut and reunited, the deale distribute the cards, one at a time, player in regular rotation, begin his left. The last, which is the card, must be turned up before the At the end of the hand, or when t is lost, the deal passes to the play to the dealer on his left, and so on in turn.

There must be a new deal by th dealer: (1) If any card except th faced in the pack; (2) if, during th or during the play of the hand, th is proved incorrect or imperfect; l prior score made with the pac stand.

If, during the deal, a card is e the side not in fault may demand deal, provided neither of that s touched a card. If a new deal d take place, the exposed card is no to be called.

Any one dealing out of turn, or adversaries' pack, may be stopped the trump card is turned, after wh deal is valid, and the packs, if char remain.—*Laws of Whist* (*America Sections 13–16*.

Dealer.—One who deals tributes the cards.

Deane, Walter Meredith.—ter Meredith Deane, C. M. (A., was born in London, 184 graduate of Cambridge; was civil service for many year tioned at Hong Kong, China 1862 to 1891; captain-super dent of police of the colony 1866 to 1891. He also act colonial secretary, and as co treasurer, and member of the utive and legislative council whist-players he is best kno his "Letters on Whist Add to Moderate Players," a seri articles first appearing in *B Magazine*, and published in form in 1894.

Declared Trump.—In du whist it is largely a custom, i

ing trumps, to declare a cer-
uit trumps for the occasion.
ws of duplicate whist adopted
make no provision for this,
in the single-table or mnemo-
plicate game, where it is said:
ad of turning the trump, a
suit may be declared for the
' The general sentiment of
ite whist-players is largely in
of the declared trump, and
go so far as to advocate a
ient trump for the game.
estion of allowing a League
depart from the rule which
s the turning of the trump,
ought to the attention of
nt Schwarz, in October,
y Norton T. Horr, president
Cleveland Whist Club. The
nt referred the matter to the
of appeals, whose opinions
ublished in *Whist*, Novem-
95, and were to the effect
hile it was a breach of
law for a club to declare a
instead of turning it, there
seem to be any way to pre-
ne members from making
ange, especially if unani-
acquiesced in by the players
ed. In the issue of *Whist*
cember, 1895, Sidney Lovell
far as to advocate not only
red trump in duplicate, but
nal trump suit for all forms
t, and he suggested clubs.
next issue of *Whist* a writer
himself "Prex" argued
eclared trump in duplicate,
far as straight whist is con-
" said he, "we may dismiss
cussion. Chance enters so
into it that the chance of
up an honor may as well
" But as to duplicate whist,
tinued: "To my mind, the
n of duplicate whist will be
direction of uniformity and
ity. I do not believe in de-
trumps at every sitting, but
believe we will evolve a higher form when we make one suit trumps permanently." In the February issue Mr. Lovell returned to his argument in favor of clubs as the permanent and national trump suit. On February 19, 1897, Fisher Ames sent a communication to the executive committee of the American Whist League, in which he suggested that it would be "for the advantage and interest of the duplicate match games in tournaments and contests for trophies, and indeed for all duplicate whist games, that a rule be established forbidding the turning of a trump in the pack in play, and requiring the umpire, or parties, to cut a trump suit for the session, in another pack." He continued: "The true theory of duplicate whist is that each side at beginning has no knowledge of the resources or strength of the other side. The turning of a trump card is in violation of this principle; and although the same conditions are in turn imposed on the other side, two wrongs do not make a right. The recording of the trump turned adds greatly to the labor, trouble, and difficulty of keeping the score. If the trump turned is so small as to affect the play in no degree, it is only so much more trouble to record and keep the run of it; if sufficiently high to affect the play, it is contrary to the true principles of the game."

No decisive action was taken on the trump question at the seventh congress of the American Whist League (1897), although an effort was made to get the executive committee to declare in its favor. This occurred on July 5, when Director P. J. Tormey offered a resolution to the effect that "in contests Nos. 5, 6, 7, 8, 9, 10, 11, and 12 of the schedule of contests for this congress, the executive committee re-

commend that in all plays no trump shall be turned, and that clubs shall be declared trump." Director R. Le Roy Smith moved, as an amendment, that the rule apply to all contests. Lost. On a vote, the original resolution was also lost.

Deschapelles, Guillaume le Breton. — A phenomenal whist-player, considered by James Clay as "the finest, beyond any comparison, the world has ever seen." This verdict has been generally concurred in, not only by Deschapelles' contemporaries, but by every writer on whist since his time. Deschapelles was born in France, in 1780, and came of good family. His father was gentleman of the bedchamber to Louis XVI., and the same position was held by his brother in the court of Charles X. Deschapelles himself did not take kindly to royalty, and his republicanism came very near getting him into serious trouble in the earlier days of the reign of Louis Philippe. On one occasion a seizure of his private papers disclosed the fact that he had plotted revolution. In a list of persons to be summarily disposed of were found many names of prominence, and among them the following, with the accusation as stated: "Vatry (Alphie), to be guillotined. Reason—*Citoyen inutile*." A worthless citizen, and why? He was a notoriously bad whist-player!

Deschapelles is mentioned by Hayward as one of the principal players of whist at the Union Club, in Paris, where he frequently met and played with Lord Granville, the English ambassador, Count Medem, Count Walewski, the Duc de Richelieu, General Michelski, Comte Achille Delamarre, M. Bonpierre, and other famous players. He also excelled in other games, notably at billiards, Polish draughts, and chess, being for years without a rival in the latter. Despite the fact that he had lost his right hand at the wrist, in the war with the allies, he could play billiards with wonderful dexterity. At whist he dealt the same as other players, and collected, sorted, and played his own cards with his left hand. He was a brilliant and daring player, and a perfect master of whist strategy, as is shown by the coups which he invented, especially the one which still bears his name. In his day, whist was played for high sums of money, and he frequently staked and won immense amounts. Upon one occasion a match was proposed between him and Lord Granville, another daring player, for 200,000 francs, and his part of the stake was promptly subscribed in shares. But the contest never came off, being stopped by friends of the English player, who feared the consequences of a possible failure to him.

Deschapelles published in Paris, in 1839, the fragment of a great projected work on whist. It was entitled "Traité du Whiste: 2d Partie, La Législation," and issued by Furne, duodecimo, at five francs. Part I. was never published. In the same year there was published, in London, through Hookham, an English translation entitled, "A Treatise on Whist, With Laws," two volumes, octavo, at sixteen shillings. The work was disappointing, inasmuch as Deschapelles had spent such leisure as he could find during twenty years upon its preparation. It was reviewed in the *Foreign Quarterly Review* (vol. 24, p. 335.) The first part, had it ever been written, would undoubtedly have been a more satisfactory work. In 1842 appeared his "Traité du Whiste Pla-

génu, ou Whiste à Trois," published by Perrotin, in Paris. Five years later, his death took place in the same city.

Deschapelles' brilliant manner of playing the game was exemplified, to a certain extent, in America, by his pupil, the late John Rheinart (*q. v.*), who had frequently played as his partner before coming to this country.

I had rather he [Deschapelles] would lead or play third hand than be at my left when in an exigency I am to play. He plays second hand to win with it; and he does win with it. His finesse is terrific.—*Lassave* [*O.*].

In re Deschapelles, is it generally known that the Boston *Herald* published twenty-two hands, alleged to have been played by him? Some of them show that he was quite familiar with the lead of the fourth best (see August 11, 1889). And yet he died in 1847!! Truly, there is nothing new this side of the grave.—*R. F. Foster* [*S. O.*], *Whist, July, 1893.*

It would probably have surprised Deschapelles had he been told that the time would come when persons calling themselves whist-players would think more of a number of arbitrary signals, taxing only the attention, than of all the points of strategy which he and his contemporaries regarded as the essence of the game.—*R. A. Proctor* [*L. O.*], *Longman's Magazine, April, 1887.*

The "Traité du Whiste" was devoted principally to the *laws* of the game. The author said little about the play; but treated the subject in a manner highly *spiritual*. He reasoned on immensity and eternity; on metaphysical necessity and trial by jury; he invoked the sun of Joshua and the star of the Magi; he investigated the electric affinities of the players; and illustrated a hand by analytical geometry.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Early in the present century the great player, Deschapelles, introduced his wonderful play to the Parisian clubs, far the most original and brilliant ever known. The fine "coups," as may be known by the French term for his startling acts, were of his invention; but the record of play not being kept, the many instances of victory achieved by the aid of his foresight and practice of strange ways are lost to us.—*G. W. Pettes* [*L. A. P.*] "*American Whist Illustrated.*"

Deschapelles' Coup.—A celebrated stratagem in whist, named after its inventor, Deschapelles. It consists in the play of king, or other high card at the head of a suit, for the purpose of forcing out the ace or other high card held by the adversary, thereby making good a lower card in partner's hand, and thus giving him an opportunity to obtain the lead and make his established suit. The situation justifying the sacrifice is when trumps have been exhausted and you have the lead, but are unable to play a card which would give the lead to your partner, he having an established suit which it is necessary to bring in.

Its object is to save any card of re-entry that may be in the partner's hand when trumps are out, and you have none of his established suit to lead him.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

Detached Card.—A card taken out of the hand and entirely separated from the rest, as in the act of play. Very often an error is committed by players returning such card and taking another, and playing it instead, after they have partly or wholly exposed the first card. In such case it is liable to be called, according to section 60 of the English code. In the American code, the word "detached" is not used, and no penalty is prescribed, because, as Mr. Trist informs us, "it does not cover the case of a card, turned face outward, in the player's hand; and the seeing of the card by the partner was made a condition precedent to the right of calling it, because in almost every case of a detached card the adversaries alone can name it; and no injury being done, no penalty should be suffered."

Deuce.—A card with two pips or spots; the two-spot (*q. v.*). The

word is derived from French *deux*, Latin *duo*, two. It has no connection with *deuce*, an evil spirit, notwithstanding the popular notion that such is the case.

When partner leads low cards, or cards which are not the best, the most important thing for the third hand is to locate the deuce. So well is this known among experts, that very few of them will give up the deuce of an adversary's suit, if they have any other small cards to play. * * * The absence of the deuce is a most important factor in estimating whether or not the lead is from five or more cards, and in judging whether or not the partner is echoing. It has lately become so much the practice to play false in the smaller cards of the adversaries' suits that the plain-suit echo is almost useless. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Diamonds.—One of the four suits composing a pack of cards; one of the two red suits. On German cards the corresponding symbols are bells (*Schellen*). In the original Spanish cards, from which all modern cards are derived, the symbol is *oros*, or *dinoros* (money). In Italian it is called *danari*, also meaning money. In French it is *carreaux*, or diamonds, represented the same as in English, and showing that English cards came through a French source.

Dillard, H. K.—See, "Blind Whist-Players."

Discard.—The card from another plain suit which a player puts on the round, or trick, when he is unable to follow suit and does not wish to trump. To discard, in a general way, means to throw away useless cards, but there has been method and meaning in the discard from the earliest history of the game. The ordinary rule is to discard from short or weak suits, and an especial importance attaches to the first discard, which conveys positive information to partner. In case the adversaries call for or lead trumps, or otherwise indi trump strength, it is cust reverse the ordinary rule, your original discard f longest or strongest suit- you desire partner to lea Being on the defensive, it sary to protect your weal far as possible; and it is discard from your long sui case, as you have but littl bringing it in. Discards, first, are not intended t special information, but to suit the exigencies of Here, however, it is well t that of late several othe by means of the discard, proposed and, to some e cepted, although not by a like "Cavendish." Such stance, is a new trump sig by discarding a card at lea as an eight, second hand unplayed suit. This mus early in the game, howev the first three rounds of t "Cavendish" says: "It is a brainy player, finding st trumps and strong plain his partner, might often b to lead a trump in conseq high discard, when othe would not. That is a poin ment. The exercise of ju quite different from blind ment." Other innovat Complete control of a sui indicated by the discar commanding card in it, non-possession of the best suit is shown by the disca second-best.

We may also add that natural that in this perio activity and change there found those who object to of the discard as funda laid down by the earlies of whist, and followed b thorities ever since. In ea

, no doubt, the rules of the
rd, like other rules of whist,
be profitably set aside; but
is no reason why we should
lon what in normal conditions
always been found most excel-
rules. Whist geniuses may
no rules whatever, but they
d not on that account throw
less gifted into chaos.

first discard is the most important,
ıe information given by it must be
lly noted.—*Fisher Ames* [*L. A.*],
tical Guide to Whist."

eak in trumps, keep guard on your
aries' suits; if strong, throw away
them.—*Thomas Mathews* [*L. O.*],
ce to the Young Whist-Player,"

n the adversaries have declared
th in trumps, my discard (and my
r's) should convey no definite in-
tion whatever.—*W. S. Fenollosa* [*L.*
Whist, April, 1893.

r original discard indicates your
st suit, if trump strength is not de-
against you; your longest suit, if it
ıbsequent discards have no such
cance.—*R. A. Proctor* [*L. O.*].

system of discarding most con-
to trick-taking seems to be to al-
discard the card that can best be
l from the player's hand.—*Milton*
rk [*L. A. H.*], "*Whist of To-day.*"

dangerous to unguard an honor or
nk an ace; and, also, to discard a
card when the game is in an un-
ped state, as it exposes your weak-
lmost as soon as the suit is led.—
edish" [*L. A.*].

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are in most cases governed by
y understood rules, but in the dis-
much must be left to the whist
of the player.—*George V. Maynard*
], *Whist, May, 1893.*

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how it to his partner by discarding
st card of it. Discarding the sec-
st is an indication that the player
t the best; and, in general, the dis-
f any small card shows weakness
t suit.—*R. F. Foster* [*S. O.*], "*Com-*
Foyle."

ard from the weak suit if strength
ps is with partner, and from the
suit if the strength is with the ad-
es; and that side is considered
in trumps which remains with the
y, no matter from which side came
iginal lead of trumps.—*Frederick*
H. Lewis [*L. O.*], *London Field, November,*
1887.

If early in the hand (before the fourth trick) as high a card as a nine is discarded from an unplayed suit, it is generally safe to consider it a call for trumps. * * * The discard of the command indicates complete control of the suit. * * * The discard of the second best indicates no more of the suit.—*Kate Wheelock* [*L. A.*], "*Whist Rules*," *1896.*

The long suit is or may be (after trumps) the most valuable you have, and every card of it, even the smallest, may make a trick. Hence, you must discard from a short or weak suit. * * * But if strength of trumps is declared against you, reverse the rule, and discard from your most numerous suit.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Your partner should understand that your first or *original discard* is from your weakest suit, just as he understands that your original lead is from your strongest suit. But, as in the case of leads, you are sometimes obliged to lead from a weak suit, or to make a forced lead, so sometimes you have to make a *forced discard.*—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The play introduced by Rufus Allen, of Milwaukee, is to discard from your strong suit if trumps are led originally, whether by partner or opponent, and from your weak suits if a plain suit is opened originally. That is to say, if no plain suit has yet been shown by any one, you discard from your best suit, or the one you want your partner to lead you; but if some one has shown a suit, you discard from the one of the other two in which you are weak, or which you do not want him to lead you.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

Your original discard is from your weakest suit, the suit in which you are least likely to make a trick. It is understood, however, that this is before strength in trumps has been declared by the opponents. If partner has asked for trumps, or led them, it does not affect this rule—you still discard from your weakest suit. If the opponents have first called, or first led trumps, your first discard is from your best protected suit. When trumps are declared against you, you play a defensive game, and husband what little strength you have in your weak suits.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

The present system of discarding, as laid down by "Cavendish," is full of difficulty. It is to discard from your weak suit under ordinary circumstances, and from your best protected suit when the

strength in trumps is declared against you: *and that these should be distinctly directive to your partner* (twentieth edition, page 116). I find this system is no longer adopted by players of the first-class. They claim it is folly to betray to an enemy, who has declared superiority in trumps, the exact location of what little defensive strength you have. * * * The modern theory of the discard is: In attack, or when playing a forward game, preserve your own and your partner's suits, letting everything else go, even unguarding honors and leaving aces blank. In defense, discard from your own and your partner's suits, keeping guard on those of the adversary. The player must be particularly on his guard against drawing too rigid inferences from discards. It must be remembered that the false discard is too often a stratagem to mask a well-placed tenace.—*R. F. Foster* [*S. O.*] "*Whist Strategy*," *1894*.

The discard from the best protected suit, on adverse declaration of strength in trumps, has lately been assaulted, and has even been called an exploded fallacy. * * * The manœuvres of intelligent players, with the exception of short-suiters, tend to this: To establish a suit; then, with reasonable strength in trumps, to exhaust the opponents; and, finally, to bring in the established suit. If these tactics work successfully, or seem to give promise of a successful issue, long cards of an established suit should be religiously preserved. But it may be, and often is, in actual play, that the wary adversary counterplots and strives to obstruct the design. Then the bigger battalion will generally carry the day, and, if against, defense must be substituted for attack. The question then is What is the best defense? When the opponent is firing off his trump artillery, and is known to have plenty of ammunition in reserve, there is no chance for the defender by ordinary methods. He must, therefore, reverse his tactics, and try to save what little he can, by protecting his weak spots, and, to revert to card language, must discard from the suit in which he is well protected, but which he cannot hope to bring in. There is another side to the shield. The man who starts the shooting may have encountered an adversary with as much ammunition as himself, or more, and who may shoot back. Then comes the trouble. Are the discards to be protective or the reverse? They become entirely a matter of judgment; and, as no rule can be laid down for judgment, the discards are often misleading. Then ensue recriminations, and the discard from strength is sneered at as an exploded fallacy. If the players who desire to explode it would only turn their attention to the fact that the first discard depends on who has the command of when it is made, they would probe prove their game, and would displ exploded fallacy fad from their ir tion. Still, it has to be allowed th der certain circumstances, the d discard is beset with difficulties. however, is no reason for attemp explode a fallacy which is not a The accepted style of discarding is nant with sound reason; the onl tion to it, and one which cannot mounted by introducing any othe is that judgment is often requisite correct interpretation.—"*Cavendi A.*], *Scribner's Magazine, July, 189*

Discard Call.—See, "D Discard Call."

Discard, Rotary.—See, "R Discard."

Disguising the Number.—ing a card for the purpose o ceiving as to number in suit.

Disputes About Penalties this country, where whist is p chiefly for the sake of the disputes over the penalties scribed by the laws are not quent or serious as in cou where stakes are the rule whist-table. One of the ev playing for money is plainly e in the obstinate wrangling to it frequently leads. Drayson A.], in his "Whist Laws and Decisions," says: "When di occur relative to penalties f fenses committed against the of whist, these usually come three heads, viz.: (1) ignoran the laws; (2) misreading or f ting the law suitable to dea the offense; (3) incompeten reasoning soundly on the ap tion of the law." General Dr has done his share in trying duce these disputes to a mini by giving in his book upwa one hundred and seventy-five cases which he has decided course of his thirty years' e ence as an exponent of whist

ayer should object to referring a
l question of fact to a bystander
ofesses himself uninterested in
ilt of the game and able to decide
stion.—*Etiquette of Whist* (*Ameri-
t*).

ayer should object to refer to a
er who professes himself unin-
in the game, and able to decide
uted question of facts—as to who
any particular card, whether
were claimed though not scored,
versa, etc.—*Etiquette of Whist*
Code).

itigious player * * * is a man
iven to argument and dispute.
h there are certain rules laid
or whist, yet these rules do not,
not, meet every variation in the
r solve all the cases that crop up.
gious player is perpetually start-
cases.—*A. W Drayson* [*L+A+*],
Practical Whist."

estic Rubber, The.—A
of whist played in the
circle, as distinguished from
at the clubs, especially in
d. In domestic whist, natur-
ough, players who are not
participate, and the *habitué*
club is apt to find the game
ing, if not trying to his
ature.

ame, even when mitigated by
music, and the humanizing
e of woman, is inexpressibly
—"*Pembridge*" [*L+O.*].

omestic whist" I have found it an
t plan never to lead originally a
ard of a suit in which I have
ace nor king. It discourages an
t partner to find you with noth-
ter than jack or ten when he
your suit. The long-suit theory
not understand, but to find you
e or king every time he returns
t, gives him great confidence.
no ace or king, I lead a singleton
leton for a ruff Failing in that,
umps and trust to fortune.—*R. F.
S. O.*].

'ts.—P. J. Tormey, the well-
Pacific coast whist enthu-
1896 issued a small booklet,
d "Whist Don'ts," in which
nulates about one hundred
y bits of advice, or maxims,
following vein:

Don't ever try to undo a play at whist.

Don't try to establish two suits in one deal.

Don't touch a card while the deal is going on.

Don't ever compare scores during a match game.

Don't bother your head how the last deal worked.

Don't guess at a signal; it is better to be sure than sorry.

Don't ever lead until the preceding trick is turned and quitted.

Don't jump at every fad the "whist wind" blows your way.

Don't ever draw a card out of your hand until it is your turn to play.

Don't try to tell all you know every time you sit down at a whist-table.

Don't hesitate to false card in trumps on your adversaries' lead of same.

Don't think you can ever get a trick back that is once lost; so don't worry over it.

Don't forget that a poor hand requires greater whist skill to play well, than a good one.

Don't hold "post-mortems" except in the "morgue;" every whist club should have one.

Don't forget we are all human and liable to err in whist as well as in other walks of life.

Don't look at the bottom or trump card before the deal is completed; if you do, a new deal can be had.

Don't cut unless you take off at least four cards or leave at least four. If you do, you have to cut again.

Don't lose sight of the fact that you should make tricks in your partner's hand as well as your own.

Don't forget that a card led out of turn must be taken back into the hand, and is not a "card liable to be called."

Don't discourage your partner if he is a beginner: if he is willing to learn, assist him. We were all beginners once.

Don't accustom yourself to saying, "It made no difference my playing so and so;" the reverse is generally nearer the mark.

Double.—In the English game, scoring five points before your opponents win three, is called a double.

The winners gain * * * a double, or game of two points, when their adversaries have scored less than three.—*Laws of Whist* (*English Code*). *Section 8.*

Double-Dummy.—Whist played by two players each having a dummy, or exposed hand, for his

partner. It is governed by the same laws as dummy (*q. v.*), except there is no misdeal, the deal being a disadvantage. The player who cuts lowest deals first, for his dummy. He also has the privilege of selecting his own seat, and usually takes the position on the right of the living player, as it is better, in case doubt should arise as to whether certain cards have been played or not, to lead up to an exposed hand than up to a concealed one.

Some players go so far as to expose all four hands upon the table, in which case the play is simply an analytical problem like a game of chess. While not in high favor with the average whist-player, double-dummy is very useful for purposes of study, and especially in working out problems like the grand Vienna coup, the Whitfeld problem, and many other whist puzzles. One of the finest double-dummy players, and constructor of double-dummy problems, was the late F. H. Lewis, who contributed a large number to the *Westminster Papers* during its eleven years of existence. W. H. Whitfeld is the best we now have.

Double-dummy is not whist, nor anything like it; it much more closely resembles chess; one is a game of inference, the other is an exact science, where the position of every card is known.—"*Pembridge*" [*L. + O.*].

Neither dummy can revoke, and there are no such things as exposed cards, or cards played in error. It is very common for one player to claim that he will win a certain number of tricks, and for his adversary to admit it, and allow him to score them without playing the hand out. —*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

There is nothing in the game beyond the skillful use of the tenace position, discarding, and establishing cross-ruffs. Analysis is the mental power chiefly engaged * * * The practice of the game is totally different from any other form of whist, and much more closely resembles chess.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The best preliminary practic
dummy, for which no advice
judgment are necessary, whic
less memory than the ordinary
exercises greater analytical
proximating to chess, though m
ing, through the variety of c
with the same advantage of
partner to abuse.—*Clement*
A+], "*Modern Whist.*"

The player should first ca
amine the exposed hands, an
paring them with his own, su
should fix in his mind the car
his living adversary. This t
and in many places it is the
expose the four hands upon
Players who have better mem
their opponents object to thi
same reason that they prefer
the right of the living play
case they forget whether cer
have been played, they prefer
to an exposed hand rather th
whose contents they are doubtf
The hands once fixed in the n
time should be given for a care
eration of the best course to pu
which the play should proc
rapidly until the last few tri
another problem may present
F. Foster [*S. O.*], "*Complete Ho*

Double-Dummy Puzzl

eral A. W. Drayson is the
tor of the following ingeni
double-dummy puzzle: (
adversaries four by honors
suit; give yourself and pa
of the other cards you cho
win five by cards against t
to have the lead. Two
may be found in Proctor's
Play Whist," as follows:

First Solution.—A hol
seven, five, two of diamor
nine, eight, seven, six, fi
three, two of clubs; no sp
no hearts. B holds ten, ei
four, three of diamonds; t
eight, seven of spades; te
eight, seven of hearts; n
Y holds king and jack of di
king and jack of spade
jack, six, five, four, three
hearts, and king and jack
Z holds ace, queen of di
ace, queen, six, five, fou
two of spades; ace, queen o

e, queen of clubs. Z deals; ds are trumps, and A leads:

A	Y	B	Z
2	♣ J	3 ♢	♣ Q
2 ♢	J ♢	4 ♢	Q ♢
5 ♢	J ♠	7 ♠	2 ♠
3	♣ K	6 ♢	♣ A
7 ♢	K ♢	8 ♢	A ♢
9 ♢	♡ J	♡ 7	♡ A

en brings in his clubs, Y and ing any cards they please, retains his long trump until rteenth trick. Proctor adds: obvious that Y and Z are ess. If Z leads diamond ace k three, the order of tricks four, and five is simply d, but the result is the same.

Solution. — Clubs are . A holds ten, six, five, four s; ten, nine, eight, seven, e, four, three, two of dia- ; no hearts or spades. B ine, eight, seven, three, two s; ten, nine, eight, seven, e, four, three of hearts; no ds or spades. Y holds ace, f clubs; queen, jack of hearts; een of diamonds; king, jack, ne, eight, six, five of spades. s the queen, jack of clubs; ng, two of hearts; ace, queen, four, three, two of spades; ing, jack of diamonds. Z and A leads as follows:

A	Y	B	Z
2 ♢	Q ♢	♣ 2	J ♢
4	♣ K	♣ 3	♣ J
6	♡ J	♡ 3	♡ 2
3 ♢	A ♢	♣ 7	K ♢
5	♣ A	♣ 8	♣ Q

Whether Y leads a heart or spade, A is bound to bring in his diamonds. Beginning with trick three, Proctor also gives the following alternative play:

Trick.	A	Y	B	Z
3	3 ♢	6 ♠	♣ 7	2 ♠
4	♣ 5	♣ A	♣ 8	♣ Q
5	♣ 6	8 ♠	♡ 3	3 ♠
6	4 ♢	A ♢	♣ 9	K ♢
7	♣ 10	♡ J	♡ 4	♡ 2

It does not matter, at trick five, what Y plays.

Double Echo.—An echo which indicates more than four trumps in the hand of the player making it. It is made by echoing twice after partner's signal for trumps or lead of trumps. (See, also, "Four Signal.")

Commence a trump signal or echo in every suit until completed in one, but do not begin a second signal or echo, if one was completed, unless to show great strength. This is called a double signal, or double echo.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

Doubleton.—An original two-card suit.

Having no ace or king, I lead a singleton or *doubleton* for a ruff.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Doubtful Card.—A card led by the opponent on your right which your partner may or may not be able to take. It may have been led from strength or weakness. It is well to take it, second hand, unless there be a good reason for passing it. (See, also, "Doubtful Trick.")

Passing a doubtful card is not a call for trumps, but it implies either four trumps or three good ones that had best not be broken, and is a direct intimation to partner to lead them, if he has any assistance.—*C. D. P. Hamilton* [*L. A.*].

Doubtful Trick.—A trick which your partner may or may not be able to take; a trick in which the card first led is a doubtful one, and you, having none of the suit, second hand, must decide whether to trump or discard. This depends upon the trump strength or weakness in your hand. If strong (*i.e.*, possessing at least four), you pass the trick, and thereby convey information to your partner which may cause him to lead trumps at the first opportunity.

Passing doubtful tricks is usually considered an indication of at least four trumps.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

If you are weak in trumps they are only good for trumping, and you may use them unhesitatingly for that purpose. But if you are numerically strong in trumps, they are so valuable that you ought not to waste any on the chance of its being an unnecessary sacrifice; in this case, too, your discard from a plain suit may be advantageous to you hereafter, and may give valuable information to your partner.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Doubt, In.—An uncomfortable frame of mind in which a player sometimes finds himself when he has not paid strict attention to the game, or when for some other reason he does not remember the fall of the cards. Hoyle's advice is: "When in doubt, win the trick."

Draw of Cards.—Players draw their cards from the centre of the table, and place them in front of themselves, to indicate how they were played, if for any reason this becomes necessary and is demanded during the play of a round or trick.

It is not allowed to draw your cards for your partner, unless he request it. The cause of this prohibition is evident; here is the boundary within which intimations are confined.—*Deschapelles* [*O.*], "*Laws.*"

Any one during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.—*Laws of Whist* (*American Code*), *Section 34.*

Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.—*Laws of Whist* (*English Code*), *Section 85.*

Each person in playing ought to lay his card before him; after he has done so, if either of the adverse parties mix their cards with his, his partner is entitled to demand each person to lay his card before him; but not to inquire who played any particular card.—*Edmond Hoyle* [*O.*].

Any player, before the cards are touched for the purpose of being gathered, can require each player's card to be named or placed before them. In former times, it is supposed that each player put his card in front of him instead of throwing them, as we do now, in the middle of the table. —*Charles Mossop* [*L+O.*], *Westminster Papers, April 1, 1879.*

Drayson, Alfred Wilkes.—Among the many eminent men who have brought genius and scholarship to bear upon the elucidation of whist, and who have helped to make the game a delightful study, General Drayson must ever be held in high and honored remembrance. He was born at Waltham Abbey, Essex, England, April 17, 1827, and now lives in quiet retirement at Southsea.

General Drayson's life has been an eventful one. His education was obtained in part at the Rochester Grammar School, to which he was sent at the age of eleven. After two years he was obliged to discontinue his attendance owing to a severe attack of scarlet fever. He was then taken in charge by an elder brother, a civil engineer, and with him he went on surveying expeditions, which afforded healthful outdoor exercise, returning strength and useful knowledge. After this we find him taking a three-years' course as a cadet at the Royal Military Academy, Woolwich, when,

amination, he duly passed, g a commission in the Royal '. Shortly afterward he was to Africa, where he arrived time to participate in a ar. He served ten months ontier, and saw much rough He was then ordered to colony of Natal, where he ree years with the Zulus al Kaffirs, and gained those ices which enabled him to veral interesting and suc- ooks about South Africa. the young soldier's return to l he was promoted to a cap- nd made adjutant at Wool- He was next appointed or in surveying and practi- nomy at the Royal Military y, and soon after became r at the same institution. ion he took charge of the Artillery Observatory, and d the officers in the various s of astronomy. He was -appointed, and served fif- rs in these positions. 76 he served in India, as t of two committees for ovement and re-armament arious forts in Bengal, and aluable services he received nks of the government. is return home he was n command of the Royal in British North America, dquarters at Halifax, Nova here he resided nearly five In 1882 he retired on a pen- h the rank of major-gen- ter thirty-eight years of

al Drayson's books, other se on whist, are: "Sport- nes Among the Kaffres," as published in 1858 and through several editions; at the Outspan," "Among s," "The Woolwich Cadet," iences of a Woolwich Pro- fessor," "From Keeper to Captain," "The Diamond Hunters," "The White Chief of the Umzimvubu," etc. Among his scientific works are: "Practical Military Surveying," for many years a text-book in military colleges; "Common Sights in the Heavens," "The Cause of the Glacial Epoch," "Untrodden Ground in Astronomy," etc. He has also been a frequent contributor to the magazines and scientific journals. His discovery of the second rotation of the earth, and the true cause of the ice age, was received with incredulity twenty-five years ago, but American scientists first admitted its correctness, and to-day General Drayson's position is vindicated.

We think we have said enough to show that he was by his training, intellect, and achievements superbly equipped for the study and improvement of whist, a science in which he is universally admitted to be one of the masters. When men of his calibre and attainments seriously devote themselves to its advancement, lovers of the game may well rejoice. He began his whist studies when a child of six years. His father, a good, old-fashioned whist-player, considered that whist was a good training for the intellect, and frequently indulged the lad with a game of double-dummy as a treat. This early exercise induced a love for the game, and during his long residence at Woolwich whist of an afternoon was a frequent attraction at the Royal Artillery mess. When in India his proficiency as a player soon became known, and he was asked to write some articles on whist for the *Pioneer*. This led to the production of his splendid book, "The Art of Practical Whist," which in 1897 had passed through five editions, and which contains, among

other original suggestions, the proposed lead of the antepenultimate from suits of six, supplementing "Cavendish's" penultimate lead from five. General Drayson's improvement found favor in the United States, where N. B. Trist, in collaboration with "Cavendish," subsequently rounded out the idea by the establishment of the fourth-best principle, counting from the top of the suit down, instead of from the bottom, and showing besides number in suit also the possession of exactly three cards higher than the one led.

The "Art of Practical Whist" was published in 1879, and contained the first announcement of the antepenultimate lead. In the second edition General Drayson added some interesting suggestions on the subject of drawing the last trump. In an appendix to the third edition he announced and discussed his well-known development of the ask for trumps, which he named the "change the suit" signal (*q. v.*). In the appendix to the fourth edition, published in 1885, he added a number of suggestions for the simplification of the discard, and also a very clever and humorous description of twenty-six types of whist-players. In the fifth edition (1886), he pays attention also to the American leads, which, he personally assures us, he considers good in most cases. He is an advocate of the original lead from long suits, as a rule, but says there are exceptions. He adopts no cast-iron rules for leads, but is guided by the score, and by his partner's and adversaries' skill and perception.

Of the "Art of Practical Whist" it has been well said: "It is a safe guide to the beginner, and an instructive companion and sagacious counselor to the more expert. It is the science of common
His next work, "Whist La
Whist Decisions," appeared i
and is admirably adapted
inculcation of an accurate
standing of the laws of the
and their proper constructi
application.

General Drayson was elec
honorary member of the An
Whist League, at its secor
gress, in 1892, and although
not been able to attend any
annual gatherings, he takes
and sympathetic interest
League and American whist
eral, as witness the followi
tract from a letter written
to R. H. Weems, corresp
secretary of the organization
date of May 25, 1896:
much gratified to know th
tems of play which I a
twenty-five years ago, and
fell flat in England, except
personal friends, have in A
been lately appreciated. It
to me that in England, wh
novelty is brought forward,
ask, 'Who has brought th
ward?' If the 'who' is not
mitted authority, the nov
ignored. In America it is
'What is the novelty?' and
amined, and, if found to be
is adopted. It is progress
stick-in-the-mud. I can ass
it is a very great disappointr
me to feel that in spite of a
kind suggestions, I dare n
ture on a trip to Brooklyn.
service in South Africa and i
have taken a great deal out
thus having passed thre
years and ten, I am obliget
careful. Any disturbance
usual quiet habits sets me w

General Drayson has
whist for more than sixty y
England, France, Spain,
Africa, India, and Canada.

be a regret to American
that he could not have
to his record the United

Whist.—A method by which
t whist is played at social
by a large number of per-
omewhat after the manner
gressive euchre. As many
is possible are filled by the
, who select their partners
first hand, unless the hostess
to do so by some other
such as drawing lots. A
umber of hands are played,
ie is set for play to cease.
ds are shuffled and cut for
hand, which constitutes a
Both winners and losers
l the tricks which they take,
ds being played out. The
s at each table drive the
to another table. In some
artners play with each other
the entire evening; in other
he arrangement is preferred
y partners change at the
each hand. Prizes are
o the lady and gentleman
; the highest score during
ning. Refreshments also
feature of the evening's
inment.

parties where "drive" whist is
are apt to be "bumblepuppy"
nstead, for when a lot of women
guests of another woman, there
to be some who only play for
who seem to think that that pre-
ay knowledge of systematic play,
great necessity of whist, silent
. The volume of talk that comes
hist-party would (generally) put
e a fair or a sewing society. But
resent it is a society fad, and un-
y drops that and takes up some-
se, whist-lovers suffer and wait
at patience they may.—*Harriet nderson* [*L. A.*], *Home Maga-* 5.

er.—A player who is all at
ncerning the principles of
ne which he is attempting,
but who thinks he knows it all; a bumblepuppist (*q. v.*). "Cavendish" has formulated the following amusing satire, which he calls "The Duffer's Whist Maxims":

1. Do not confuse your mind by reading a parcel of books. Surely, you've a right to play your own game, if you like. Who are the people that wrote these books? What business have they to set up their views as superior to yours? Many of these writers lay down this rule: "Lead originally from your strongest suit;" don't you do it, unless it suits your hand. It may be good in some hands, but it doesn't follow that it should be in all. Lead a single card sometimes, or, at any rate, from your weakest suit, so as to make your little trumps when the suit is returned. By following this course in leads you will, nine times out of ten, ruin both your own and your partner's hands; but the tenth time you will perhaps make several little trumps, which would have been useless otherwise. In addition to this, if sometimes you lead from your strongest suit, and sometimes from your weakest, it puzzles the adversaries, and they never can tell what you have led from.

2. Seldom return your partner's lead; you have as many cards in your hands as he has; it is a free country, and why should you submit to his dictation? Play the suit you deem best, without regard to any preconceived theories.

It is an excellent plan to lead out first one suit and then another. This mode of play is extremely perplexing to the whole table. If you have a fancy for books, you will find this system approved by "J. C." He says: "You mystify alike your adversaries and your partner, you turn the game upside down,

reduce it to one of chance, and, in the scramble, may have as good a chance as your neighbors."

3. Especially do not return your partner's lead in trumps, for not doing so now and then turns out to be advantageous. Who knows but you may make a trump by holding it up, which you certainly cannot do if your trumps are all out. Never mind the fact that you will generally lose tricks by refusing to play your partner's game.

Whenever you succeed in making a trump by your refusal, be sure to point out to your partner how fortunate it was that you played as you did.

Perhaps your partner is a much better player than you, and he may on some former occasion, with an exceptional hand, have declined to return your lead of trumps. Make a note of this. Remind him of it if he complains of your neglecting to return his lead. It is an unanswerable argument.

4. There are a lot of rules—to which, however, you need pay no attention—about leading from sequences. What can it matter which card of a sequence you lead? The sequence cards are all of the same value, and one of them is as likely to win the trick as another. Besides, if you look at the books, you'll find the writers don't even know their own minds. They advise in some cases that you should lead the highest, in others the lowest, of the sequence; and in leading from ace, king, queen, they actually recommend you to begin with the middle card. Any person of common sense must infer from this that it don't matter which card of a sequence you lead.

5. There are also a number of rules about the play of the second, third, and fourth hands, but they are quite unworthy serious consideration. The exceptions are almost as numerous as the rules, so if you play by no rule at all you are about as likely to be right as wrong.

6. Before leading trumps, always first get rid of all the winning cards in your plain suit. You will not then be bothered by the lead after trumps are out, and you thus shift all the responsibility of mistakes on your partner. But if your partner has led a suit, be careful when you lead trumps to keep in your hand the best card of his lead. By this means, if he goes on with his suit, you are more likely to get the lead after trumps are out, which, the books say, is a great advantage.

7. Take every opportunity of playing false cards, both high and low. For by deceiving all round, you will now and then win an extra trick. It is often said, "Oh, but you deceive your partner." That is very true. But, then, as you have two adversaries and only one partner, it is obvious that by running dark you play two to one in your own favor. Besides this, it is very gratifying, when your trick succeeds, to have taken in your opponents, and to have won the applause of an ignorant gallery. If you play in a commonplace way, even your partner scarcely thanks you. Anybody could have done the same.

8. Whatever you do, never attend to the score, and don't watch the fall of the cards. There is no earthly reason for doing either of these. As for the score, your object is to make as many as you can. The game is five, but if you play to the score six or seven, small blame to you. Never mind running the risk of not getting another chance of making even five. Keep as many pictures and winning cards as you can in your hand. They are pretty to look at, and if you remain

e best of each suit you ef-
r prevent the adversaries
inging in a lot of small
the end of the hand. As
all of the cards, it is quite
at it is of no use to watch
or if everybody at the table
; to deceive you, in accord-
ith maxim 7, the less you
he cards they play the less
be taken in.
ienever you have ruined
ind and your partner's by
in the way here recom-
, you should always say
' made no difference."
ietimes happens that it has
) difference, and then your
s clearly valid. And it will
ppen that your partner does
e to argue the point with
which case your remark
ike it clear to everybody
1 have a profound insight
: game. If, however, your
chooses to be disagreeable,
ceeds in proving you to be
ignorant of the first ele-
f whist, stick to it that you
right, that good play will
ies turn out unfortunately,
ise your partner of judging
lts. This will generally
iim.
variably blow up your part-
ie end of every hand. It is
a most gentlemanlike em-
it of spare time, but it gains
reputation of being a first-
yer.

an, George E.—An emi-
uccessful teacher of whist,
Hamilton, Ontario, Can-
1845. He played whist as a
ghteen, and in social circles
many years considered a
tyer. In 1882, however, he
) seriously study the game,
1890 began his work as an
or, in New York City. He
went to Chicago during the World's Fair, and liked the city so well that he remained permanently. Many of the best whisters have been since numbered among his pupils there, both men and women. "I am satisfied," he says, "from a long and varied personal experience, and a study of the various systems that have of late sprung up like mushrooms (some points in each, like an extra course at dinner, being occasionally desirable), that there is only *one* system for regular daily diet, that of the 'master,' 'Cavendish.' So I teach it, with the occasional other pointers, as opportunity presents."

Duke of Cumberland's Famous Hand.—One of the most widely quoted and astonishing hands at whist is the famous Duke of Cumberland hand. Proctor uses it as a frontispiece to his book, "How to Play Whist," and quotes from *The Kaleidoscope* (evidently a journal published in England) a statement to the effect that the hand "was dealt to the Duke of Cumberland, as he was playing whist at the rooms at Bath," a great resort in its day for whist-players who played for heavy stakes. "Portland," in his volume of whist lore, entitled "The Whist Table," gives the hand as a striking example of how "good cards" may be "beaten by sheer bad luck." It is a veritable whist curiosity, but despite the general acceptance of the story connected with it, we seriously doubt whether the cards were dealt in actual play. We believe, with Fisher Ames, that while the bet may have been made, and the money lost, the hand itself was prepared beforehand. This does not detract from its interest, however, as a whist puzzle. The duke, it is said, lost £20,000 on the play.

The following diagram will show the play of the hand in detail. A is the hand played by the duke. The underscored card wins the trick, and the card under it is the next one led :

Tricks.	A	Y	B	Z
1	♣ 7	♣ 8	♡ 6	♣ 2
2	K ◇	3 ◇	J ◇	♣ 3
3	♣ 9	♣ 10	6 ♠	♣ 4
4	A ◇	2 ◇	Q ◇	♣ 5
5	♣ J.	♣ Q	♡ 7	♣ 6
6	♣ K	♣ A	7 ♠	2 ♠
7	♡ J	10 ◇	♡ 8	♡ 2
8	♡ Q	9 ◇	8 ♠	3 ♠
9	Q ♠	8 ◇	♡ 9	♡ 3
10	♡ K	7 ◇	9 ♠	4 ♠
11	K ♠	6 ◇	♡ 10	♡ 4
12	♡ A	5 ◇	10 ♠	5 ♠
13	A ♠	4 ◇	J ♠	♡ 5

Score : A-B, 0; Y-Z, 13.

Dr. Pole gives the hand (although with a different suit for trumps, etc.) in his "Theory of Whist," as an example "to show how singularly, under extreme circumstances, the bringing in of a long suit may annihilate the most magnificent of cards," and adds: "The hand is a very remarkable whist curiosity." Of the opening lead he says: "There can be no doubt about this being the proper lead." Of Z's lead on the third round he has this to say: "The propriety of this lead is often questioned, but it is defended by the impolicy of leading either of the extremely weak plain suits, and by the lead of trumps being up to a renouncing hand, and therefore the most favorable possible. Also, by giving Y the lead again, it enables him t the diamond, for Z to small trumps upon."

The hand was probably n one hand given to the duke being asked what he would and replying that he should he was offered a heavy bet t not make a trick if he did so accepted the wager, he lost Some such story is probabl with it, as the hand is so manufactured one.—*Fisher , Whist, May, 1893.*

Dummy. — Dummy played by three playe whom has for partner a hand known as the dum are several varieties o chief among which ma tioned the English game players; the French gai as "*mort*" (*q. v.*), fo four players; and the re ported game of "bridge

Ordinary, or English, governed by the same law with the following excep

1. Dummy deals at mencement of each rubb

2. Dummy is not liab penalty of a revoke, a versaries see his hand; revoke, and the error not ered until the trick is t quitted, it stands good hand proceeds as though had not been discov should be remembered, that it is dummy's h which is exempt from tl of the revoke. If this p vokes, he is liable to penalties.

3. Dummy being blind his partner is not liab penalty for an error whe gain no advantage. Tha expose some or all of hi may declare that he has or trick, etc., without any penalty; if, howeve

dummy's hand when he
l lead from his own, or *vice*
a suit may be called from
nd which ought to have led.
re can be no doubt that
y has been most popular in
e, in its French form. Des-
lles says that in playing the
decisive strokes are in favor
e defense (*i. e.*, dummy) in
rst rounds, after which the
tage gradually leans to the
nts. He therefore recom-
; that the defender should
th energy in the commence-
having little or nothing to
or when the play assumes its
r course.

; sometimes agreed that each
shall take his turn in play-
ith the dummy, a change
made at the end of each

This is especially well
ed to the American game of
points, honors not counting.
play three rubbers, or a
e, each player having dum-
r a partner during one rub-
Others again agree that one
shall play with dummy con-
ally throughout the sitting,
ich case it is usual for him to
his adversaries one point per
for the advantage of play-
th the exposed hand, which
s dummy's partner to ascer-
e cards held collectively by
o adversaries.

ay is not considered the same
whist.—*A. W. Drayson* [*L+A+*], *Laws and Whist Decisions.*"
men do not play whist. When
y what they call whist, it is nearly
dummy. Four form a table and
out.—"*Cavendish*" [*L. A.*], *Letter*
r, 1892.
y's partner can play his cards as
rly as he pleases, with no fear of
g dummy, and this is a great ad-
in itself, but it is about offset by
antage afforded the adversaries for
their play with regard to dum-
eakness.—*Cassius M. Paine* [*L.*
hist, November, 1892.

It is much played in France under the name of "*le mort*," and in Germany under the name of "*der Blinde*" [the blind]; in fact, in the latter country, more especially in private society, it is preferred to whist; and it is no uncommon thing to find a fourth player cutting in in his turn, one of the players at the table, of course, being cut out for the time.—*Frederick H. Lewis* [*O.*], *The Field, February 15, 1879.*

This [dummy whist] as played in England is to me a dull game, especially so to dummy's opponents. The game is frequently over, and the cards thrown down, before the hand is half played out; and as the player with the dummy cannot deceive his partner, it is his interest always to play false cards, whereby the ordinary calculations of whist become of little use.—*James Clay* [*L. O+*], "*Treatise on the Game.*"

Writers on whist pay little or no attention to dummy. The English authors mention it only in connection with laws and decisions. No American text-book makes any allusion to the game, and there is no reference to it in the American Whist League's code of laws. Nevertheless, it is believed by many that the day is not far distant when dummy will supersede all other varieties of whist among the most expert players.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*," *1897.*

The advantage or disadvantage of playing with a dummy depends largely upon the cards in the exposed hand and the relative positions of the other cards. We think, however, that it is quite generally considered to be an advantage to play with the dummy; in fact, so great an advantage that when stakes are played for the players rotate regularly in taking the dummy. The advantage lies in the fact that the dummy's partner knows absolutely every card held by his side, and in the majority of cases he will be able to use the information to the fullest advantage. * * * If there is any time when the adversaries have an advantage it is when dummy's hand is very weak, for they then know that they have only one opponent to contend with, and keep leading up to the weak hand at every opportunity.—*Whist* [*L. A.*].

Dummy "Bridge." — See, "Bridge."

Duplicate Play.—See, "Overplay."

Duplicate Whist. — Duplicate whist is ordinary whist, with this exception: The hands are kept separate as played, and are then played

again, each side in the overplay receiving the hands previously held by their opponents. The idea is to place all the players on an equality, so far as the distribution of the cards is concerned, the element of chance being eliminated as far as possible, and the element of skill correspondingly increased. It now becomes a contest to see which side can make the most tricks out of the same hands, the losses or gains made by each being indicated on a score card or sheet provided for that purpose.

A separate pack of cards is used for each hand played, and each player's cards are kept apart by means of trays. At first, envelopes were used for this purpose, but this method was crude and unsatisfactory. Since then many different devices have been invented and put upon the market (see, "Tray, Whist"), but the one based upon the fundamental and controlling patent is known as the Kalamazoo whist tray. The object of the whist tray is to keep each player's hand separate for the duplicate or overplay; to indicate the hands which each player at a table shall have in the overplay, and to show who is the leader, each hand.

The tray is each time placed in the centre of the table, with the side marked by two stars, or some other device, turned toward some particular player, say, north. In this position an index hand in the centre of the tray points to the player who is to lead, the preceding player being, of course, the dealer. Care is taken to give each player the same number of deals or leads, by varying the direction in which the hand points on the various trays belonging to each set.

There are two methods of keeping count of the tricks won by each side during the play of a hand. One is by means of thirteen chips or checks, which are placed upon or next to the tray, one chip being taken for each trick won by the side winning it. This method of keeping count is not as satisfactory, in our estimation, as the following, originally used by James Allison (*q. v.*), in his improvement of the game: Each player places in a horizontal position before him his cards in all tricks won by himself and partner, and places crosswise the cards belonging to those tricks which are won by the adversaries. The cards are made to slightly overlap each other, after the usual manner. When all four players thus keep the count, which is soon learned and practiced without effort, they act as a check upon each other, and errors, should such be made by any player, are easily rectified.

According to the laws of the game, the trump is turned for every original deal, as in straight whist. For the overplay the trump in each hand is the same as it was in the original, and a low card of the trump suit is generally placed face up in the dealer's hand. Many players, however, prefer to declare one suit trump for the evening (see, "Declared Trump"), and some have even gone so far as to advocate a permanent trump suit, which undoubtedly would simplify the play by removing an annoyance frequently inflicted upon others by players who have short memories. The declared trump is permitted under the laws for mnemonic, or single-table, duplicate, but in other forms of duplicate the American Whist League favors the turning of trump each deal.

After the cards have been dealt, the first player places the card he wishes to lead before him, face up

ısually toward the centre of)le, next to the tray. On tion of the round (the others played likewise), he takes d and places it face down- nd nearer to himself, on the the table. After the entire ıs been played, and the re- ıve been scored, each player ıp his cards, shuffles them and then slips them, face into his side of the tray, un- e rubber band or aperture :d for the purpose. The tray laid aside and another is on the table, with the stars g the same as before. The ointing to the leader shows player is to deal this time, e latter takes another deck ıs and distributes them as in y whist. The cards are then and put away, as previously; ıs any desired number of are played, and placed in y trays. Each tray is num-)n the under side, for con- ce in keeping the score, comparing corresponding of the original and dupli- ıy.

number of tables that can be nodated may play duplicate the trays being passed from) table, and played by each ; or both players and trays : made to go from table to ometimes in opposite direc- Many ingenious systems of ; have been devised for this e. (See, "Duplicate Whist lea.") When only one table :d it is known as single-table monic duplicate (*q. v.*), in each pair replays the hands ısly played by the other This is the simplest and)vious form of the game, but t is the chance of remember- rticular hands (even though ys are mixed for the over- play, and the overplay itself post- poned for a time), that many good players refuse to play it, and in some clubs it is entirely prohibited. John T. Mitchell endorses the re- mark of the late George W. Pettes, that it is not duplicate whist, but whist in duplicate; just as "Caven- dish" and Drayson declare that dummy is not whist.

All whist matches in this country are now decided by duplicate play. The oldest form of such contests is, no doubt, that of team against team. Four players are usually selected to represent a club, and they play against a similar number or team from another club. It is also customary to form teams of this kind in clubs, under respective captains. Other contests at dupli- cate are: club against club, pair against pair, and individual matches.

In private, duplicate whist is also largely played at parties, where the host or hostess usually performs the duty of passing and caring for the trays, or looking after the players, to see that they move correctly from table to table. Prizes are usually awarded at such gatherings to the couple making the highest score. Refreshments are generally served after the play of the original hands, the duplicate play following after the intermission. (See, also, "Duplicate Whist, History of," "Laws of," etc.)

The object of duplicate whist is to supplement the general game of whist by distributing equal strength in cards to each side engaged in play.—*Cassius M. Paine* [*L. A.*], *Whist, October, 1892.*

Duplicate whist, as ordinarily played, greatly reduces, but does not entirely eliminate, the element of luck. In pairs and teams, the chance of cutting in with good or poor partners, or against good or poor opponents, is ever present. As the strength of a chain is its weakest link, so the strength of any pair or team is the play of its weakest member, and the

score of any game cannot be a fair test of the skill of all the players.—*C. E. Coffin* [*L. A.*].

We read with pride that the most intense interest in the game, and especially in the American game of whist, the duplicate system—which every year eliminates more and more the luck of hands, and reduces it more and more to a science—is extending to the remotest regions of our country, even into the mining camps, where once other games were the favorite; in the loggers' camps, "where rolls the Oregon," and on the Sierra Nevadas, and into far-off Alaska, as far westward of San Francisco as the latter is of Boston.—*G. W. Morse* [*L. A.*], *Speech at Seventh Congress of the A. W. L.*, 1895.

Every whist-player knows that when the high cards are against him it is impossible for him to take a majority of the tricks; and while there may be something in keeping down the majority of his opponents, it is nothing compared with the certainty that before the close of the game the chances will be evened up, and both sides given the same opportunities. This certainty adds zest to the contest, and makes every player bend all his energies to the game, knowing full well that if he lets opportunities slip there is no way to recover them; for there is practically no luck in duplicate whist, and therefore no going behind the returns.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

So far as is possible, all influence of luck is eliminated. It is impossible, however, to take out this element entirely, and luck or chance has much to do with the result of any one match, or series of a few matches, at duplicate whist. The way the lead happens to come, the success or failure of a finesse, whether justifiable or not, the choice of one suit rather than another equally good to open, and other plays which are good in principle and judgment, may result in great differences in the result. A case came to the author's knowledge where the selection of one suit instead of another of equal or slightly higher value resulted in a gain of four tricks, the other suit being led on the overplay.—*Fisher Ames* [*L. A.*].

I am often asked, "Does *record* duplicate whist entirely eliminate luck?" and I must say that it does not. I am confident that in a series of matches or sittings the best player will come out ahead in the end; but I should be very sorry to guarantee his winning every time he sat down to play, even under absolutely equal conditions as to partners and adversaries. The cards may not favor his style of game, however good it may be on general principles. I once played twelve hands up and back at the club, . what I thought very good c somehow my partner had nothin port me, * * * and hand af was butchered. When the ha played at the other table, the s might be supposed to await then players at the other table did nc in long suits, and never led trum in doubt. The cards just suited game, and I lost eleven point series. * * * You may have a ner for a particular hand, w player to whom you are opposed the one with whom you are cou has a very good one. Of course, have the good and he the bad or while, but the bad one may be when you have a critical hand, some little detail of finesse or of ing may make a difference of four tricks; whereas, when you good partner, the hand he plays may not be capable of the diffe more than one trick, howeve played * * * I have seen a l ner's neglect to play ace on ten l holding only ace and queen, to difference of five tricks. * * * the three players left in on the fin for the diamond medal, at Mil would have won in the first roun his supposing that a very good p his right hand had no trumps, be did not answer a call for them w had not seen. Of the two elem luck good cards and good pa *record* certainly does eliminate t but I do not think that any arra of the players would entirely with the last.—*R. F. Foster* [*S. C pirate Whist,*" 1894.

Duplicate Whist, Histor

Duplicate whist marks the and most important phase great evolution by which wh become more and more a ga skill, and less a game of c The first marked step in this tion was the introduction signal for trumps, in En This was strongly objected first, because it would "it the power of good players poor ones, already too great this signal was allowed, wh there to prevent the introd of others which would ena expert player "to determ the more important features

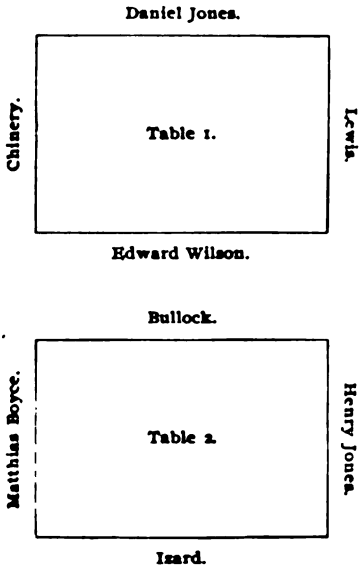
's hand, as if it was before —prophetic words! The next ent in reducing the game to scientific basis was the elim- from the American play of lement of luck known as

Then came the American o enable the partners to do ıg so dreaded by the English ayers—to thoroughly know ıe of each other's hands, and em practically as one. Fi- comes duplicate whist, to ıll, by eliminating the large t of chance which in the y game attaches to the draw- cards. Although there is e luck of the lead (whether t be opened or another), as some other matters in which e or another may be favored, te whist may be said to ıll y afford a fair test as to the merits of whist play, and, long run, of the relative of the players themselves.

principle of duplicate whist of placing the players on an y so far as the hands are ıed—is very old. General n states that in his boyhood, ing double-dummy with his after the hands were dealt tribution of the cards was d on a sheet of paper. After ıd was played and the result the cards were sorted out distributed according to the ındum previously made, and Drayson then took the hand ıyed by his father, and saw ıe could make out of it. l Drayson does not mention ıt all original with his father. ıitive form of duplicate ıaid to have been played in ınd Paris, and is mentioned ı T. Mitchell in his book on ıcate Whist." Foster and ıdish," however, after due ıation, fail to find any basis for the assertion. Certain it is that the first authentic record which we have of the employment of what may be fairly called duplicate whist is the match which was described by "Cavendish" in *Bell's Life*, London, March 6, 1857, over the signature of "Experto Credo." It was also noteworthy as his first contribution to whist literature. In his account "Cavendish" tells of an experiment made by the students of the "Little Whist School," to determine the value of skill at whist. In the course of his communication, he says: "The scheme, besides possessing the greatest simplicity, almost entirely eliminates luck. * * * In each of two separate apartments a whist-table is formed, each table being composed of two good players against two confessedly inferior ones. A hand is played at one table; the same cards are then conveyed to the other table, and the hand is played over again, the inferior players now having the cards which the good players held, the order of the hands of course being preserved. The difference in the score will manifestly be twice the advantage due to play in that hand. It is necessary, however, to bear in mind that chance is not entirely eliminated, inasmuch as bad play might, and frequently does, succeed; again, some hands offer a greater scope than others for the exercise of talent. Still, all that portion of luck (by far the largest) arising from good and bad cards, is by this method done away with."

The four good players in the historic contest were: "Cavendish," "Mogul" (Matthias Boyce), Daniel Jones (brother of "Cavendish"), and E. Wilson. The confessedly poor players were: Messrs. Bullock, Izard, Chinery (afterwards editor of the London *Times*), and

John D. Lewis (subsequently member of Parliament). Thirty-three hands were played in each room. "In room A," says "Cavendish," in his "Card-Table Talk," "the good players held very good cards, and won four rubbers out of six; in points, a balance of eighteen. In room B, the good players had, of course, the bad cards. They played seven rubbers with the same number of hands that in the other room had played six, and they won three out of the seven, losing seven points on the balance. The difference, therefore, was eleven points, or nearly a point a rubber, in favor of skill." "Cavendish" also gives the arrangement of the players at the tables, as follows:



"In this match," says Foster, "most of the principles still in use were introduced. Two of t representing system sat nor south in one room, and thei ners sat east and west in th The hands were dealt in on only, and the cards were corded, but were kept in f the player holding them, of gathering them into They were then carried i adjoining room on little tra there overplayed."

There can be no doubt t was the true beginning of cate whist, even though the diate object was to find the ence between good and play generally, rather than the comparative skill of of equal, or nearly equal, m is generally the case in d whist nowadays. The exp was commented upon by D in his "Philosophy of Wh 1883, and subsequently als space in the London *Field*, soon the attention of the whist world was obtained fo

In this country, E. H. now of Kansas City, played plicate game away back '60's, but it was duplicate dummy, like that enjoyed b eral Drayson and his fathe Sadler's method was for the to announce in advance how tricks he could take; and dealer thought he could do he overbid the leader, soo after the manner of "solo The hands were then played ing to the leader's ideas, a afterwards replayed, the taking the leader's hand whether he could make m of it. Another claim for e periments in duplicate is by F. Sanderson, of Chica states that he played it, i with George R. Smith, E. lin, and others, employing

method, each hand being in a receptacle, properly d, numbered, and tied up in ;es. Chips were used in ıg the tricks during play.

:882, N. B. Trist, of New s, having read about "Cav- 's" famous experiment, in- ed duplicate play into the Orleans Chess, Checker, and Club. It came about in this The club appropriated every certain sum for prizes to be for in tournaments. After these tournaments, the de- contestants complained of l luck in the distribution of ds, and thought their defeat ıe to this fact. Mr. Trist, as among the winners, pro- that the three other success- testants should join him in ıging any four members of ıb to play, for a special prize, -four hands, which were to :rplayed. The match was during the month of July, e result was that Mr. Trist's ıcored 321 tricks, and their :nts 303.

:ome now to the first inter- uplicate match in America, ch there is any record. It ayed in West Philadelphia, the spring of 1883, at the ıce of Captain John P. Green, esident of the Pennsylvania ıd. It was a match game n a team from the Saturday Whist Club and a team from niversity of Pennsylvania. ›rmer consisted of Messrs. ·reen, E. P. Townsend, J. C. ton, and Dr. Jones; the latter ısrs. Gustavus Remak, Jr., C. Work, E. A. Ballard, and Cowperthwaite. (The first players on the University t may be mentioned in pass- e now members of the famous :on Whist Club team.) The University team won the match by seventeen tricks.

Going back to the old world once more, to note in chronological order the events connected with the game, we find that on April 16, 1888, a duplicate match was played at Glasgow, Scotland, between teams from the Carleton and Wanderers' clubs. An account of this important contest appeared in the London *Field*, which stated that on this occasion "a new system of duplicate play," the invention of Mr. James Allison, was tested. The cards, at the commencement of each hand, were dealt in the usual manner, but in the course of play were not formed into tricks. Each player kept his thirteen cards before him till the finish of the hand, and after playing to each trick he placed his card either longwise or shortwise, to show by which side the trick had been won. This arrangement prevailed at two tables, the hands being simultaneously played. The hands, as soon as finished, were gathered up by each player and placed, backs up, on the table, the dealer leaving the trump card, face up, on top of his pack. The players then changed tables and re-played the hand, the players being reversed. A deal was only necessary every two hands, and but little more time, after some practice, was taken than in playing one hand in the ordinary way.

This certainly marked a distinct advance in the history of duplicate whist, doing away with the task of noting down or registering the various cards originally held by each player, and of re-sorting them according to the register, for the overplay. The true rise and popularity of duplicate in America also dates from the year of the Glasgow match, for among the whist enthusiasts in the city of Chicago

who read the account in the London *Field*, and were charmed with it, was John T. Mitchell, who soon set about and organized a match to be played in the same manner. It took place at the residence of Dr. Camp, in the spring of 1888, and is the first match of the kind on record in the West. The eight players participating were: John T. Mitchell, Harry and Ezra Booth, G. K. Mitchell, J. W. Mitchell, Frank Huntress, George Owen, and G. C. Aldrich. The play was so satisfactory that it resulted in the organization of the Chicago Duplicate Whist Club, which created a great furore by successively defeating half a dozen other organizations at duplicate. The matches attracted wide attention. On one occasion there were forty players on a side (at Milwaukee), and at another sitting as high as two hundred took part. Mr. Mitchell became the leading spirit in the duplicate whist movement, and soon his quick perception and ingenuity suggested notable improvements in the play, which he published in the Chicago *Globe* of December 2, 1888, and in the Chicago *Tribune* of January 20, 1889 This brought him a flood of letters from all parts of the country, and kept him more than ever busy answering inquiries. He also continued to lead his club to victory, and to advocate the new style of game until its popularity was assured. This popularity was so largely due to his efforts that his admirers named him the father of duplicate whist. The Allison system was generally adopted in this country, with the following improvements: The players were reversed prior to the commencement of the game, the players of one team sitting north and south at the first table and east and west at the second table, while the opposing four were placed e west at the first table an and south at the second; th being passed from one tabl other by means of trays or specially designed to ho hands.

The invention of these formed still another imports in the progress of duplicate The credit for this impro largely belongs to Cassius M. to whom, jointly with Ja Sebring, a patent was gra November 3, 1891, for the which to-day is in univers and which assured the succ permanent popularity of t form of whist.

In 1892, Mr. Mitchell pu the first text-book of the containing a description various methods of play in including his own. The titl book is "Duplicate Whist," 1897 a second, revised and enlarged, edition, was pul Another volume, entitled " cate Whist and Whist Str by R. F. Foster, made its ance in 1894. In the same y American Whist League a special laws for the play of cate (revised at the seventh congress, 1897), and the ga received a large share of at in every book on whist pu since. It is now also pla some extent in conservativ land, in Scotland, in Austri Canada, in India, and in countries, and bids fair befo to conquer the entire whist w

There are four varieties of com now in common use: Club again team against team, pair again man against man. The first is only where clubs are within eas of each other. It consists of the club putting every available mem the field, and the larger selecting of its members to match them.

n may be credited to the Mil- Whist Club, whose greatest nt has been putting fifty-two players into the field against delegates from all parts of the nd defeating them handsomely hours' play. The team-against- hod is the oldest, and consists g out four players from one ay against four from another; be that four players with a cer- y agree to try their strength ur holding contrary views. In s it is a popular plan to elect ins and allow them alternately rom the members until each has he Commonwealth Club, of , Mass., seems to have been the this at duplicate whist, in 1890. against-pair method was prob- suggested by J. T. Mitchell, of nd it is probably the most com- of the game now, as it requires same number of players that necessary to make up an ordi- t-table. The man-against-man my own idea, and although, st proposed it several writers ow that it was not a fair test, proved that it is probably the as it is the only one in which ilities of combinations of play- austed.—*R. F. Foster* [*S. O.*], *Whist and Whist Strategy*."

ate Whist, Inter-Club.— b duplicate whist is the opted by the American eague for final play in our matches, the prelimi- y being regulated by the progressive system.

r-club duplicate, the dupli- overplay, of the hands is at the same table nor by players who played the hands, but by co-partners r table; hence, it is known eam-of-four game. Two f one four sit north and the first table; the other positions east and west at nd table. The east and tions at the first table, and h and south positions at d table, are filled by the team of four. Thus when cate, or overplay, is com- oth teams have held all the hands at both tables, and each side should have taken thirteen tricks for every hand. The difference between that and the number actually taken shows the loss or gain. A diagram showing the position of the players in the forty-eight deals of the final play of team-of-four matches will be found in the article on "Challenge Trophy."

When the system is used for a larger number of players or teams from each club, the trays containing the hands are passed from table to table, so that all the players play the same deals, an average being struck for the north and south and east and west players, thus giving a basis from which to count individual gains and losses to the respective halves of each team of four.

The inter-club game may be used to advantage within clubs for tournaments between individuals, pairs, or fours. It has been the style of game played at the Chicago Whist Club almost since its very organization; and as this club is where the writer has gained most of his experience in such matters, the game which it has adopted naturally suggests itself to him as the best that has been so far devised. From eighty to one hundred players have taken part in the weekly tourney of the Chicago Whist Club for more than four years, and there is no demand for a change of style yet. When everybody wanted to play the individual game, the players had to be divided into sections in order to accommodate the schedules which it was necessary to play by; and when there were entries for pairs, teams of four, and individuals all at the same time, all were allowed to play according to their inclinations; but the game was always inter-club duplicate whist, with the exception of a few months at the start, before this satisfactory game had developed.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist*," *1897*.

Duplicate Whist, Laws of.—The laws of duplicate whist were adopted at the fourth congress of the American Whist League, which was held at Philadelphia, May 22–

26, 1894. Before this there existed no regular code of rules and regulations. Since 1894 the necessity for further legislation manifested itself from time to time, and accordingly the laws underwent a thorough revision at the seventh congress, held at Put-in-Bay, in 1897. (See, "American Whist League.") The laws, as now perfected and in force, are as follows:

Duplicate whist is governed by the laws of whist, except in so far as they are modified by the following special laws:

Law A—The Game and the Score.—A game or match consists of any agreed number of deals, each of which is played once only by each player.

The contesting teams must be of the same number, but may each consist of any agreed number of pairs, one-half of which, or as near thereto as possible, sit north and south; the other half, east and west.

Every trick taken is scored, and the match is determined by a comparison of the aggregate scores won by the competing teams. In case the teams consist of an odd number of pairs, each team, in making up such aggregate, adds, as though won by it, the average score of all the pairs seated in the positions opposite to its odd pair.

Each side shall keep its own score; and it is the duty of the players at each table to compare the scores there made, and see that they correspond.

In a match between two teams, the total number of tricks shall be divided by two, and the team whose score of tricks taken exceeds such dividend wins the match by the number of tricks in excess thereof.

In a match between more than two teams, each team wins or loses, as the case may be, by the number of tricks which its aggregate score exceeds or falls short of t score of all of the teams.

In taking averages, fr disregarded, and the nea number taken, one-half c a whole, unless it is ne take the fraction into avoid a tie, in which case is scored as won by "t of a trick."

Law B—Forming th Tables may be formed or by agreement.

In two-table duplica tables are formed by c four having the preferen one table, and the next other. The highest two a are partners with the lo the other. The highest t table sit north and soutl est two, east and west.

Law C—Dealing an ing.—The deal is never l of a misdeal, or of the e a card during the deal must be redealt by the sa

Law D—The Trump C trump card must be rec fore the play begins, provided for that purpo the deal has been playe on which the trump car recorded must be place wards, by the dealer, on his cards; but the trump not be again turned until are taken up for the overplaying them, at wh must be turned and le wards on the tray unti dealer's turn to play t trick. The slip on which card is recorded must face downwards, as so trump card is taken dealer; if the trump car otherwise recorded, su must also be then turned wards.

dealer must leave the trump ıce upwards on the tray until ıis turn to play to the first when it should be taken into ınd. If it is not taken into and until after the second has been turned and quitted, able to be called.

:r it has been lawfully taken must not be named; and any · thereafter naming it, or ıg at the trump-slip or other of the trump, is liable to his highest or lowest trump by his right-hand adversary ' time during the play of that before such adversary has l to any current trick, or be- ıe preceding trick is turned ıitted, in case it is the offend- ırn to lead. The call may be ed until the card is played, cannot be changed.

v E—Irregularities in the s.—If a player is found to either more or less than his t number of cards, the course ɔursued is determined by the ıt which the irregularity is ·ered.

Vhere the irregularity is dis- :d before or during the orig- lay of a hand:

re must be a new deal.

Vhere the irregularity is dis- :d when the hand is taken up erplay, and before such over- ıas begun:

hand in which the irregular- so discovered must be sent o the table from which it was ceived, and the error be there :d.

Vhere such irregularity is not ered until after the overplay gun:

wo-table duplicate, there must new deal; but, in a game in the same hands are played e than two tables, the hands be rectified as above, and then passed to the next table without overplay at the table at which the error was discovered, in which case, if a player had a deficiency and his adversary the corresponding surplus, each team takes the average score for that deal; if, however, his partner had the corresponding surplus, his team is given the lowest score made at any table for that deal.

In the overplay of a deal, if a trump is turned other than that recorded on the trump slip, in a game of three or more tables, the player at fault shall be given the low score for that deal; and, in single or two-table duplicate, there must be a new deal.

Law F—Playing the Cards.—Each player, when it is his turn to play, must place his card, face upwards, before him and towards the centre of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downwards, and nearer to himself, placing each successive card, as he turns it, on top of the last card previously turned by him. After he has played his card, and also after he has turned it, he must quit it by removing his hand.

A trick is turned and quitted when all four players have turned and quitted their respective cards.

The cards must be left in the order in which they were played until the scores for the deal are recorded.

Law G—Revoking.—A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal recorded, but not thereafter.

A player may ask his adversaries if they have any of the suit renounced; but the question estab-

lishes the revoke, if it is his partner who has renounced in error.

Law H—Cards Liable to be Called.—The holder of a card liable to be called can be required to play it only by his right-hand adversary; if such adversary plays without calling it, the holder may play as he pleases; if it is the holder's turn to lead, the card must be called before the preceding trick is turned and quitted, or the holder may lead as he pleases.

The unseen cards of a hand faced upon the table are not liable to be called.

Law I—Enforcing Penalties.—A player having the right to call a suit loses such right unless he announces to the adversary first winning a trick, before the trick so won by such adversary is turned and quitted, what particular suit he desires led.

A player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce.

A player has the right to prevent his partner from committing any irregularity, except renouncing in error.

Single-Table or Mnemonic Duplicate.—The laws of duplicate whist govern, where applicable, except as follows:

Each player plays each deal twice, the second time playing a hand previously played by an adversary.

Instead of turning the trump, a single suit may be declared trumps for the game.

On the overplay, the cards may be gathered into tricks instead of playing them as required by Law F.

In case of the discovery of an irregularity in the hands, there must always be a new deal.

Duplicate Whist, Lu

While luck is eliminated i
tribution of the cards at
whist (the first and gre
sideration), it still figur
matter of playing against
bad opponents, when
critical hands, at certain t
cutting in with good or
ners; in opening one su
other when both are equa
in your own hand; and i
cess or failure of a finess
special play at any stag
game. The luck of the
be aptly illustrated by the
tion of a number of ha
actual play. Here is o
was dealt in the Providen
Whist Club in 1895. A
five-card suits of precis
strength, and it was pure
ter of chance which he wo
his original lead from; b
be seen from the overplay
ence of six tricks was
Hearts are trumps; th
scored card takes the trick
card under it is the next

Tricks	A	Y	B
1	8 ♢	10 ♢	3 ♢
2	6 ♢	A ♢	5 ♢
3	♡ 5	♡ 7	♡ 2
4	♡ 6	♣ 2	♡ 3
5	♡ J	♣ 3	♡ 8
6	♣ 6	♣ 4	♡ 9
7	♣ 8	A ♠	2 ♠
8	♣ 9	9 ♠	3 ♠
9	9 ♢	♣ 5	4 ♠
10	J ♢	2 ♢	5 ♠
11	K ♢	4 ♢	6 ♠
12	♣ J	♣ Q	7 ♢
13	♣ K	Q ♢	7 ♠

Score, A-B, 0; Y-Z, 1

overplay, the player hold- A hand opened from the ead of the diamond suit, result was quite different:

	Y	B	Z
	♣ 2	♡ 3	♣ 10
	9 ♠	4 ♠	10 ♠
-	♣ 3	♡ 2	♣ 7
	A ♠	3 ♠	8 ♠
-	♣ 4	♡ 8	♣ A
	2 ◇	2 ♠	J ♠
-	10 ◇	3 ◇	Q ♠
◇	♡ 7	♡ 9	♡ 10
◇	4 ◇	5 ◇	♡ A
	♣ 5	5 ♠	♡ K
◇	Q ◇	6 ♠	♡ Q
	♣ Q	7 ◇	♡ 4
◇	A ◇	7 ♠	K ♠

Score: A-B, 6; Y-Z, 7.

n Collins, in *Whist* for 895, describes another in- example, as follows: the original leader, had and three clubs, with the t the head, which were the jack and deuce of the ace, jack, eight, and f spades; and four dia- including the ace and His partner, although id not know it, had the id queen of spades; the diamonds, with others, the king of hearts, as the d cards of his hand. North ague feeling that on the play the hand for their l some way gone wrong. mbined with the fact that rred not to lead from his and ace-queen tenaces in nd diamonds, induced him to make an irregular lead from the heart suit, which proved to be the worst thing he could possibly have done.

"North leads the jack of hearts; east, next, has but the queen and trey, and plays the queen; south has but the king and four, and covers the queen with the king; west finally takes the trick with the ace, and has left in his hand the ten, nine, eight, seven, six, and five, the six best that remain. The temptation was great to lead trumps, of which he had three, headed by the king. He does so with a small one, and hits upon a partner with six trumps in his hand, headed by ace and jack, who finesses with the jack; leads the ace; leads a third time, west taking with the king; and now, having the lead in his hand, he takes successively with hearts, the ten, nine, eight, seven, six, and five, his partner discarding all the cards in his hand except the three trumps which he lays down. The result for east and west is a slam.

"Of course, north was greatly upbraided by his partner for the jack of hearts lead, but his reasoning, that he wanted his other suits led up to, was not so bad when explained. Combined with this unfortunate lead, it required the lucky lead of trumps on the part of west, and the finesse of the ace-jack by east to fill up the cup of woe for the unfortunate ones. The gain, if I remember, was four or five on the hand."

The following hand, showing a difference of seven tricks, is reported by Fisher Ames as having been dealt at the Newton Club, with the exception of the substitution of the queen of clubs for a low one in B's hand, in order to make it a little more pointed. Hearts are trumps, and A leads:

Tricks.	A	Y	B	Z
1	♡ 2	♡ 4	♡ K	♡ 6
2	♡ 7	♡ 8	♡ A	♡ 9
3	♡ Q	♡ J	♡ 3	♡ 10
4	A ♠	2 ♠	5 ♠	♣ 2
5	K ♠	8 ♠	6 ♠	♣ 4
6	Q ♠	9 ♠	7 ♠	♣ 6
7	J ♠	10 ♠	2 ♢	♣ 7
8	4 ♠	3 ♢	7 ♢	♣ 9
9	3 ♠	6 ♢	K ♢	4 ♢
10	♣ 8	8 ♢	♣ Q	♣ 10
11	♣ 3	10 ♢	♣ A	♣ J
12	♣ 5	J ♢	♣ K	5 ♢
13	9 ♢	A ♢	♡ 5	Q ♢

Score: A-B, 13; Y-Z, 0.

"The proper lead from A's hand," says Mr. Ames, "by all the canons of whist, is the jack of spades." On the overplay, this lead was made, with the following result:

Tricks.	A	Y	B	Z
1	J ♠	2 ♠	5 ♠	♡ 6
2	♣ 3	♡ 2	♣ Q	♣ 7
3	8 ♠	8 ♠	7 ♠	♡ 9
4	♣ 5	♡ 7	♣ K	♣ 2
5	4 ♠	9 ♠	6 ♠	♡ 10
6	♣ 8	♡ J	♣ A	♣ 9
7	9 ♢	A ♢	7 ♢	2 ♢

The rest are taken by A-B, who score 6 to 7 for Y-Z. This hand cost a good pair of players a match against inferior antagonists.

Here is a hand, played at the American Whist Club in Boston, in which the play of a single card (the ten of spades) made a difference of six tricks on the overplay. Clubs are trumps, and A, as usual, is the leader:

Tricks.	A	Y	B	Z
1	♡ J	♡ 3	♡ 5	♡ A
2	7 ♠	9 ♠	A ♠	6 ♠
3	K ♠	5 ♠	2 ♠	J ♠
4	10 ♠	♡ 4	3 ♠	Q ♠
5	♣ Q	♣ K	4 ♠	8 ♠
6	3 ♢	5 ♢	2 ♢	J ♢
7	7 ♢	6 ♢	10 ♢	K ♢
8	9 ♢	A ♢	Q ♢	4 ♢
9	♡ 2	8 ♢	♣ 5	♣ 10
10	♡ 10	♡ 8	♣ 2	♡ 7
11	♣ 9	♣ 3	♣ A	♣ 4
12	♡ Q	♣ 7	♣ J	♣ 6
13	♡ K	♡ 9	♣ 8	♡ 6

Score: A-B, 6; Y-Z, 7.

The overplay of the hand resulted more favorably to another set of players, who managed it as follows:

Tricks.	A	Y	B	Z
1	♡ J	♡ 3	♡ 5	♡ A
2	10 ♣	5 ♠	3 ♠	6 ♠
3	♡ K	♡ 4	10 ♢	♡ 6
4	♡ Q	♡ 8	2 ♢	♡ 7
5	♣ Q	♣ 3	♣ 5	♣ 4
6	♣ 9	♣ 7	♣ J	♣ 6
7	3 ♢	♣ K	♣ A	♣ 10
8	K ♠	9 ♠	2 ♠	J ♠
9	♡ 10	♡ 9	Q ♢	4 ♢
10	♡ 2	5 ♢	4 ♠	8 ♠
11	7 ♠	6 ♢	A ♠	Q ♠
12	7 ♢	8 ♢	♣ 8	J ♢
13	9 ♢	A ♢	♣ 2	K ♢

Score: A-B, 12; Y-Z, 1.

trick two, A's play of the spades, instead of seven of makes the difference, or a art of the difference, in the ' says Fisher Ames. "Al- somewhat peculiar play, it nded on a good and valid to wit, a desire to win the possible, and continue the At trick three, B's play of diamonds, instead of com- his call in spades, was good. card of the ten was as good l, and it was worth while to of diamonds. At trick five, ld have covered queen of

icate Whist, Progressive. tem of duplicate whist in the trays containing the ire passed in one direction, he east and west players 1 the other direction from table; sometimes also called ss whist" (*q. v.*). It is ntion of John T. Mitchell, ago, and the best descrip- both the system and its itions is contained in the tion of Mr. Mitchell's "Du- Whist," published in 1897 g Bros. & Everard, at Kala- Mich. Says Mr. Mitchell: form of the progressive troduced by the writer into cago Whist Club in 1892 pted by the American Whist for the preliminary play for milton Trophy at the con- 1893, and has been a feat- all succeeding congresses. nber of hands to be played led equally among the num- bles, and the quota at each played before any pro- takes place. When a set 1 played, the east and west move to the next higher ed table, while the hands ed to the next lower num- bered table, and another set is played. Then the east and west players move again in the same direction as before, and the hands are passed in the opposite direction as before, and so on until a complete round of the tables has been made. The hands are passed from the first to the last table, while the east-west players move from the last table to the first. At the conclusion of the game, every east and west pair has played against every north and south pair, and every pair has played all the hands. The gain or loss to each team is computed by the average for the respective hands, which is figured by dividing the aggregate score by the number of tables.

"The above directions apply only to games in which the number of tables is odd. If the number of tables is even, after the east and west players have made half the circuit they strike the same hands that they started with. This difficulty has been very cleverly overcome by the invention of Professor A. Hadlock, of Kalamazoo, Mich., whose method is as follows: 'Divide the total number of hands to be played into two equal parts, and finish one-half before starting the other. When the east and west players get half-way round in the progression they remain for another hand, or set of hands, at the table at which they find themselves, and then pass on to the next table. This makes them finish the first half with one table yet to play. When the second half of the game begins, the east and west players move back to the table next following the one at which they played the double set, and proceed as before. When they get half-way round the second time, they find themselves at the table at which they did not play at all the first

time; and as that is where they now play a double set of hands before passing to the next table, when they get around the second time they have played an equal number of hands at each table.' Professor Hadlock's game will apply to any number of even tables; and in the case of four tables, it may be remarked, there is no change of positions between the first and second halves of the game, as at the third change the east and west players finish the first half, and are seated at the proper tables for commencing the second.

"If the number of tables is an even number not divisible by three (such as four, eight, ten, fourteen, etc.), there is another way, the invention of the writer, to get around the difficulty, as follows: Start the game exactly as described in the directions for odd tables, but divide the quota to be played at each table into two equal portions, and let the east and west players move after every half set of hands has been played, and go the round of the tables twice. The hands, however, only make the round once, and are played in exact succession by the north and south players, who play the unplayed half of the first set against the next comers; then the first half of the next set, and so on. If the number of tables is so great that only one deal can be started at each table, neither of the above methods of getting around the even-table difficulty can be adopted, in which case the skipping-one-table game invented by E. T. Baker, of Brooklyn, N. Y., comes into play. This is as follows: 'After the east and west players have gone half-way around, they skip one table and continue the progression. This brings them to the table at which they started, with one hand to play, and they play that hand against their original opponents.'

"There are two progressive 'four' games. One, also the invention of the writer, is applicable to any number of tables which divided by two brings an odd result, such as six, ten, fourteen, etc. In this game, half the north and south players move, and half the east and west players sit still. The four players move as a unit, or remain seated as a unit, the north-south players at the odd-numbered tables and the east and west at the even being the sitting fours, while the east and west at the odd and the north and south at the even are the moving fours. The hands are passed back and forth between the odd-numbered tables and the next higher, and between the even-numbered tables and the next lower (thus completing a match between the two fours at contiguous tables), and are then passed in blocks of two to the next lower two tables, while the moving fours go to the next higher two tables. At the conclusion of the game all the moving fours have played all the sitting fours, and they have both played all the hands.

"If the number of tables divided by two is even, the quota of hands to be played against each four may be halved, and the moving fours go the round of the tables twice, according to directions in the pair game. This would not do, however, in the case of twelve or twenty-four tables, as the halves of these numbers divide evenly by three.

"The other progressive 'four' game is the invention of Mr. R. C. Howell, of Boston, and was called in the programme of the fifth American whist congress, held at Minneapolis in 1895, 'Howell's modification of the John T. Mitchell

ssive system.' It provides playing of every four against other four, and also for com- matches between them. In iter's pair game no attempt e to have the east and west ners of any north-south team ie same hands in duplicate t the north and south co- rs of the east-west team that them. This is accomplished Howell method by the fol- process: 'The players move Mitchell's system, but the are carried, not to the next but from the middle to the with the others in natural With only three tables in he two systems are identical. ive tables, Howell moves the up two tables; with seven three; with nine tables, nd so on.'

hen the number of players d make an even number of an extra table is put in, and the play there are always bles which are idle; but the are passed back and forth e same as though the tables illy occupied.

e effect of this scheme is to about the overplay of the eals by the same teams, and ore is usually counted by s won instead of tricks . In case of a tie, the tricks

hen both sexes participate in ne, and one sex is not op- o the other, the ladies may th and east, the gentlemen d south; and if the gentle- ove in one direction while rds are passed in the other, dy will meet every gentle- ither as partner or opponent. there is time for a number ings, both the ladies and nen may change opponents essive games, using the in- dividual schedules for multiples of four, and the pair schedules for other numbers, as guides in seating themselves at the commencement of each game. If one sex is opposed to the other, and the number of tables engaged divided by two brings an odd result, such as six, ten, fourteen, eighteen, etc., the game in which the sitting fours and moving fours oppose each other may be played, the ladies, of course, being the sitting fours."

Progressive duplicate whist is the generic name by which those systems of duplicate are known in which the purpose is to have as many as possible of the players meet one another during the progress of the match.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

John T. Mitchell, of Chicago, some years ago invented a system of play which is especially attractive for club or social purposes when twelve or more players get together for a whist sitting, or series of sittings. Mr. Mitchell gave his system a very appropriate name, viz.: progressive [duplicate] whist, as it consists of the east and west pairs all progressing, while the north and south pairs remain seated.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Duplicate Whist, Schedules for Playing.—A great deal of ingenuity and hard study has been brought to bear upon the subject of arranging and moving the players and trays at the tables for duplicate whist. Among the first to labor in this direction was Thomas C. Orndorff (*q. v.*), and although his efforts were mainly devoted to improving the manner of engaging two teams of four in matches, the results of his labors were valuable, as was attested by all who saw his method used at the first congress of the American Whist League (Milwaukee, 1891).

Others whose arrangements of schedules for duplicate play have been especially noteworthy are W. H. Whitfeld, of Cambridge, England, the noted whist analyst; Professor E. H. Moore, of the University

of Chicago, a mathematician of fine ability; A. G. Safford, of Washington, D. C., a pioneer in this line of whist development; Professor Hadlock, of Kalamazoo, Mich.; E. C. Howell, of Boston, the short-suit expert; Charles E. Coffin, author of "The Gist of Whist," and John T. Mitchell, who brought duplicate whist to the front in America. Mr. Mitchell says:

"Formulas for eight, twelve, and sixteen players were published in *Whist* of January, 1892, by Mr. A. G. Safford, of Washington, D. C., who was the first in the field with solutions of problems of this nature; but until Mr. W. H. Whitfeld came to the rescue, in 1895, I was unable to obtain a formula for any number higher than sixteen, with the exception of thirty-two. The latter I obtained in the following manner: Mr. Safford had told me if I numbered the players from one up, placing one and two against three and four, five and six against seven and eight, nine and ten against eleven and twelve, at successive tables for the first game, and for the second game placed them in numerical order down the north seats at the successive tables, back along the south seats, down again along the east or west seats, and back again to the first table along the west or east seats, and made the players take a similar course after every change, I could work out a formula. I went to work on the idea, but after countless experiments found that it would only work for eight, sixteen, and thirty-two, and it is because I found it to work for thirty-two that Mr. Whitfeld has not given us a solution for that number."

Mr. Whitfeld, although without practical experience in duplicate whist, took the matter of arranging progressive duplicate schedules up as an interesting mathematical puzzle. For individuals, he produced schedules for twelve, twenty, twenty-four, twenty-eight, thirty-six, forty, forty-eight, fifty-two, fifty-six, and sixty-four players. For teams, he produced schedules for eight, twelve, fourteen, sixteen, eighteen, and twenty, and the same are published in Mitchell's "Duplicate Whist." Other team schedules for four, six, and ten will be found therein, as well as additional schedules covering the same ground as those of Mr. Whitfeld. Professor Moore, of Chicago University, published some elaborate and highly original calculations on the subject in the *American Journal of Mathematics* (volume 18, pp. 264-303, 1896, Baltimore), and his labors are also utilized by Mr. Mitchell. Professor Moore originated what he calls a "*triple*-whist tournament arrangement," by means of which, in combination with known arrangements, he is able to construct other arrangements. "Thus," says he, "from the known arrangement of four and sixteen players I constructed for the Denver Whist Club an arrangement for sixty-four players. Again, using Mr. Whitfeld's ordinary arrangement for one hundred players, and my triple arrangement for sixteen and one hundred and sixty players, we can construct two ordinary arrangements for sixteen by one hundred, and one hundred and sixty by one hundred players, and one triple arrangement for sixteen by one hundred and sixty players."

Mr. Howell is the discoverer of Howell's law for writing schedules, by means of which it is possible to arrange the players in tournaments in a few minutes, even though there should be a large number. His method of duplicate whist for

lately completed, provides ules for pairs from seven pairs enty-eight pairs inclusive, and umber of pairs can be pro- for. Every pair is made to every other pair, and to over- an equal number of hands every other pair. Many re- the pair-against-pair play the interesting form of compe-

Safford has been for several at work upon a complete set iedules covering what he calls comparative system. It in- s all methods of play and any er of players. Among other s, he has arranged a schedule ght married couples, where- husband or wife is ever same set at the same time, et they overplay the same

edule for Single-Table (or nonic) Duplicate. — In the -table game, each player plays deal twice, the second time ig a hand previously played n adversary; a single suit be declared trump for the and on the overplay the may be gathered into tricks. "Laws of Duplicate Whist.") -table duplicate is played by ling a pack of cards and a or every original deal. When greed number of hands have played, the trays are turned r way around. If the play- sh to avoid the part which emory may play in the game, cond half, or overplay, may tponed until a future sitting, nother game begun. If it ired to show a record for ual play, the players may e partners after every four, eight hands. This is done ordance with the following le formulated by Mr. Mit-

	N.	S.	E.	W.
Deals 1 to 4, 6, or 8	1	2	3	4
Deals 5 to 8, 7 to 12, or 9 to 16	1	3	4	2
Deals 9 to 12, 13 to 18, or 17 to 24	1	4	2	3

Mitchell says: "Players should not try to memorize the location of cards so as to take advantage of their mnemonic ability in the play-off. It may help them to win mnemonic games, but it will not improve their whist-playing."

Coffin's Three-Table Schedule.— Charles E. Coffin has devised, and the American Whist Club of Indianapolis, Ind., has adopted, what Mr. Coffin calls the "Individual Merit Score Card," which is so arranged that each player will have each of the other players for a partner in one-third, and for an opponent in two-thirds, of the deals. The result of their play in a series of sittings must nearly, if not entirely, eliminate the element of luck, and show the true individual merit of all.

The deals are divided into three equal parts, and designated as series A, B, and C.

In series A—N. and S. are partners against E. and W.
In series B—N. and E. are partners against S. and W.
In series C—N. and W. are partners against S. and E.

North remains seated, and keeps the score. Let the score card remain on the table all the time, to avoid errors.

"Any number of deals divisible by three may be played," says Mr. Coffin. "Seven in each series is the usual number for one sitting. The average time for each deal, forward and back, is ten minutes. It will require three and a half hours, therefore, to play the twenty-one deals. If more or less are desired, change the figures on the margin of the card to correspond with number used.

"Play the original of all deals before commencing the duplicate; then resume the original positions, and overplay in same order. The deals in each series should be in irregular order.

"In clubs, or matches of more than one table, the method of 'Individual Merit' may be used in a progressive way. Let all players take precedence in order of rank in the score. The four highest take table No. 1; the next four, table No. 2, and so on to the foot table. In case of an odd number being present, the lowest players cut in with the last table according to the laws of whist. This order of seating the players is now used in many clubs, and is an extra incentive to study the game."

Mr. Coffin's score card is herewith reproduced, slightly reduced in size:

INDIVIDUAL MERIT SCORE CARD.

Table No. *189*

Deals are equally divided into Series A, B, C. Players change partners after each series.

N E

S W

In Original, score tricks taken by N. and S. players only. In Duplicate, score tricks taken by E. and W. players only.

Series A	North and South. Tricks.	Gain.	East and West. Tricks	Gain.	Series A
1					1
2					2
3					3
4					4
5					5
6					6
7					7
	N. S. Gain		E. W. Gain.		

B Players Sitting S. and E. Change Seats.

8		
9		
10		
11		
12		
13		
14		
	N. E. Gain.	S. W. Gain.

C Players Sitting S. and W. Change Seats.

15		
16		
17		
18		
19		
20		
21		
	N. W. Gain.	S. E. Gain.

Resume Original Positions for Over

INDIVIDUAL RECORD.

The gain of one side is the loss of other. Score the net gain or loss of player at the end of each series.

Series.	North. Won	Lost.	South Won	Lost	East. Won	Lost	West Won
A							
B							
C							
Total							
Net							

Do not compare scores with other ta

Schedules for Large Number Individuals.—Several ingen methods have been devised handling large numbers of play

ally in domestic parties, duplicate whist is also con- growing in favor. "Safford Mitchell have both distin- d themselves in this line," oster. "The simplest form en suggested by Mitchell, and cially adapted for social gath- of ladies and gentlemen." ording to Mitchell's arrange- it may again be explained when both sexes participate, e sex is not opposed to the the ladies may sit north and the gentlemen west and and if the gentlemen move direction while the boards sed in the other, each lady eet every gentleman, either tner or opponent. When s time for a number of sit- both the ladies and gentle- ay change opponents at suc- games, using the individual les for multiples of four, and r schedules for other num- s guides in seating them- at the commencement of ime. If one sex is opposed other, and the number of engaged divided by two an odd result, as six, ten, 1, eighteen, etc., the game h the sitting fours and mov- s oppose each other may be the ladies, of course, being ng fours."

are Mr. Mitchell's sched- four ladies and four gentle- x ladies and six gentlemen; dies and eight gentlemen; een ladies and sixteen gen- in which ladies play once ch gentleman, and once each lady; gentlemen once h lady, and once against ntleman. The ladies sit nd east; the gentlemen, d west.

ule for four ladies and four en:

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.
First	1	4	2	3	3	2	4	1
Second	1	2	3	4	4	3	2	1
Third	1	3	4	2	2	4	3	1
Fourth	1	1	2	2	3	3	4	4

Schedule for six ladies and six gentlemen: "If it is not desired to have the ladies play with the ladies, nor the gentlemen with the gentlemen, it takes but six evenings to make a complete circuit. Number the ladies from one to six, the gentlemen from seven to twelve, and play on the successive evenings by the following formula:

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.	Table 3. N.	S.	E.	W.
First	1	10	2	11	6	9	3	12	5	8	4	7
Second	1	11	3	12	2	10	4	8	6	9	5	7
Third	1	12	4	8	3	11	5	9	2	10	6	7
Fourth	1	8	5	9	4	12	6	10	3	11	2	7
Fifth	1	9	6	10	5	8	2	11	4	12	3	7
Sixth	1	7	2	8	3	9	4	10	5	11	6	12

"The above is not a perfect formula, but it answers for the ladies' and gentlemen's progressive games.

"The following is a formula, for eight ladies and eight gentlemen, which will answer for either the ladies' and gentlemen's progressive game or for the inter-club game, the changes in the latter case being made on successive rounds or games, and no movement of players taking place during any one round or game.

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.
First	1	7	2	6	5	4	3	8
Second	1	8	3	7	6	5	4	2
Third	1	2	4	8	7	6	5	3
Fourth	1	3	5	2	8	7	6	4
Fifth	1	4	6	3	2	8	7	5
Sixth	1	5	7	4	3	2	8	6
Seventh	1	6	8	5	4	3	2	7
Eighth	1	1	2	2	3	3	4	4

	Table 3.				Table 4.			
First	8	3	4	5	6	2	7	1
Second	2	4	5	6	7	3	8	1
Third	3	5	6	7	8	4	2	1
Fourth	4	6	7	8	2	5	3	1
Fifth	5	7	8	2	3	6	4	1
Sixth	6	8	2	3	4	7	5	1
Seventh	7	2	3	4	5	8	6	1
Eighth	5	5	6	6	7	7	8	8

"The last line is not in the schedule, but is necessary to complete the circuit. This is Safford's formula for eight players extended to suit the requirements.

"The ladies sit north and east, and the gentlemen south and west, or *vice versa*, each lady plays once with and once against every gentleman, once against every lady, the gentlemen *contra*."

Formula for sixteen ladies and sixteen gentlemen on the same basis:

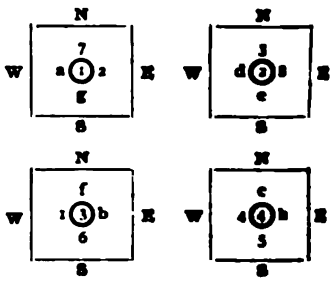
Game.	Tables 1 & 2. N.	S.	E.	W.	Tables 3 & 4. N.	S.	E.	W.
First	1	7	2	12	9	15	11	8
Second	1	8	3	13	10	16	12	9
Third	1	9	4	14	11	2	13	10
Fourth	1	10	5	15	12	3	14	11
Fifth	1	11	6	16	13	4	15	12
Sixth	1	12	7	2	14	5	16	13
Seventh	1	13	8	3	15	6	2	14
Eighth	1	14	9	4	16	7	3	15
Ninth	1	15	10	5	2	8	4	16
Tenth	1	16	11	6	3	9	5	2
Eleventh	1	2	12	7	4	10	6	3
Twelfth	1	3	13	8	5	11	7	4
Thirteenth	1	4	14	9	6	12	8	5
Fourteenth	1	5	15	10	7	13	9	6
Fifteenth	1	6	16	11	8	14	10	7

Game.	Tables 5 & 6. N.	S.	E.	W.	Tables 7 & 8. N.	S.	E.	W.
First	16	14	5	13	3	4	6	10
Second	2	15	6	14	4	5	7	11
Third	3	16	7	15	5	6	8	12
Fourth	4	2	8	16	6	7	9	13
Fifth	5	3	9	2	7	8	10	14
Sixth	6	4	10	3	8	9	11	15
Seventh	7	5	11	4	9	10	12	16
Eighth	8	6	12	5	10	11	13	2
Ninth	9	7	13	6	11	12	14	3
Tenth	10	8	14	7	12	13	15	4
Eleventh	11	9	15	8	13	14	16	5
Twelfth	12	10	16	9	14	15	2	6
Thirteenth	13	11	2	10	15	16	3	7
Fourteenth	14	12	3	11	16	2	4	8
Fifteenth	15	13	4	12	2	3	5	9

"To complete the circuit the two 1's play against the two 2's, the 3's against the 4's, and so on. Only half the figures are given, as the second half is only a repetition of the first, except that the figures are reversed. Table 1, for instance, is just as above, while table 2 would read 12, 2, 7, 1. The ladies sit north and east, the gentlemen south and west, or *vice versa*.

"In regard to figuring the 'average,' that is done simply by adding all the north and south scores together, and dividing the total by the number of tables in the game; and adding all the east and west scores, and dividing in the same manner. Of course there can be no 'average' unless there are at least three tables in the game."

Here is Mr. Safford's ingenious schedule for eight married couples, so arranged in two sets that no husband and wife are ever in the same set at the same time. When seven sets have been played every lady will have overplayed four hands against every other lady and gentleman, including four held by her husband. The same will be true of every man. Indicators are placed on the tables to show players their successive positions. The numbers represent the husbands, and the letters the wives, the couples being a–1, b–2, etc. The couples a–1 always sit still; the ladies go to the next higher letter of the alphabet, and the men to the next higher number; h going to h, as a sits still, and 8 to 2.



One hand is dealt at each table, and overplayed at each of the

A different point of the
should deal at each table,
to equalize the lead. * * *
re of each four hands should
ed up by each individual
and the results tabulated at
of every four hands. * * *
ner is the player who loses
est tricks. "This," says
"is the only known system
ling whether or not a man
whist better than his wife."
s S. Carter, in 1893, pub-
arrangement for ten ladies
gentlemen seated at five
he ladies north and east,
gentlemen south and west,
nd south playing against
west. "By this plan,"
Carter, "each lady plays
ery gentleman, and each
an plays with every lady
he progress of the game;
ing abundant opportunity
ability, and for strangers
ne acquainted with each

Table 1.				Table 2.			
N.	S.	E.	W.	N.	S.	E.	W.
3	2	4	1	7	18	20	5
7	6	8	5	11	2	4	9
11	10	12	9	15	6	8	13
15	14	16	13	19	10	12	17
19	18	20	17	3	14	16	1

Table 3.				Table 4.				Table 5.			
S.	E.	W.		N.	S.	E.	W.	N.	S.	E.	W.
14	16	9		15	10	12	13	19	6	8	17
18	20	13		19	14	16	17	3	10	12	1
2	4	17		3	18	20	1	7	14	16	5
6	8	1		7	2	4	5	11	18	20	9
10	12	5		11	6	8	9	15	2	4	13

desired that the ladies and
n should play both with
ist each other, formulas for
elve, and sixteen players
ound in the January, 1892,
of *Whist*, in an article
y A. G. Safford, of Wash-

fford's schedules were as

EIGHT PLAYERS.

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.
First	1	2	5	3	8	4	6	7
Second	1	3	6	4	2	5	7	8
Third	1	4	7	5	3	6	8	2
Fourth	1	5	8	6	4	7	2	3
Fifth	1	6	2	7	5	8	3	4
Sixth	1	7	3	8	6	2	4	5
Seventh	1	8	4	2	7	3	5	6

TWELVE PLAYERS.

Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.	Table 3. N.	S.	E.	W.
First	1	2	6	3	12	11	7	9	10	5	8	4
Second	1	3	7	4	2	12	8	10	11	6	9	5
Third	1	4	8	5	3	2	9	11	12	7	10	6
Fourth	1	5	9	6	4	3	10	12	2	8	11	7
Fifth	1	6	10	7	5	4	11	2	3	9	12	8
Sixth	1	7	11	8	6	5	12	3	4	10	2	9
Seventh	1	8	12	9	7	6	2	4	5	11	3	10
Eighth	1	9	2	10	8	7	3	5	6	12	4	11
Ninth	1	10	3	11	9	8	4	6	7	2	5	12
Tenth	1	11	4	12	10	9	5	7	8	3	6	2
Eleventh	1	12	5	2	11	10	6	8	9	4	7	3

SIXTEEN PLAYERS.

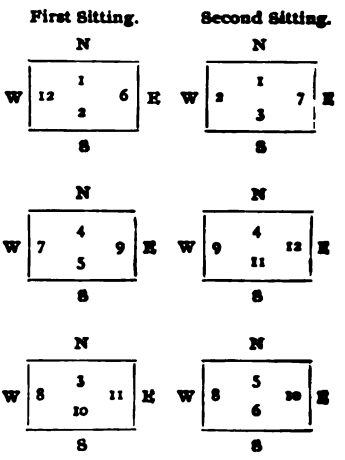
Game.	Table 1. N.	S.	E.	W.	Table 2. N.	S.	E.	W.
First	1	2	12	7	16	15	9	13
Second	1	3	13	8	2	16	10	14
Third	1	4	14	9	3	2	11	15
Fourth	1	5	15	10	4	3	12	16
Fifth	1	6	16	11	5	4	13	2
Sixth	1	7	2	12	6	5	14	3
Seventh	1	8	3	13	7	6	15	4
Eighth	1	9	4	14	8	7	16	5
Ninth	1	10	5	15	9	8	2	6
Tenth	1	11	6	16	10	9	3	7
Eleventh	1	12	7	2	11	10	4	8
Twelfth	1	13	8	3	12	11	5	9
Thirteenth	1	14	9	4	13	12	6	10
Fourteenth	1	15	10	5	14	13	7	11
Fifteenth	1	16	11	6	15	14	8	12

	Table 3.				Table 4.			
First	14	6	5	3	8	11	10	4
Second	15	7	6	4	9	12	11	5
Third	16	8	7	5	10	13	12	6
Fourth	2	9	8	6	11	14	13	7
Fifth	3	10	9	7	12	15	14	8
Sixth	4	11	10	8	13	16	15	9
Seventh	5	12	11	9	14	2	16	10
Eighth	6	13	12	10	15	3	2	11
Ninth	7	14	13	11	16	4	3	12
Tenth	8	15	14	12	2	5	4	13
Eleventh	9	16	15	13	3	6	5	14
Twelfth	10	2	16	14	4	7	6	15
Thirteenth	11	3	2	15	5	8	7	16
Fourteenth	12	4	3	16	6	9	8	2
Fifteenth	13	5	4	2	7	10	9	3

A seven-table game, for ladies and gentlemen, is described in *Whist* for March, 1896, by Harry

F. Stafford, of Los Angeles, Cal., as follows: "I had seven tables. After playing the hand placed at each table, I had everybody move, and left the hand at the table. The gentlemen play north and east, the ladies south and west. I then moved the gentlemen up, the north gentlemen two tables, the east gentlemen one table; and I moved the ladies down, the south lady two tables, and the west lady one table. After playing the seven deals, it will be seen that every player has played every deal. Every gentleman has had half of the ladies for partners, and half of the gentlemen for opponents. I then changed east gentlemen with the north gentlemen, and brought on a new set of deals, and proceeded as before. At the end of fourteen deals each gentleman has played partners with each lady, and against one-half of the gentlemen twice. I got the comparative standing of each player by the averaging method. I found this method quite satisfactory, and but little confusion after the first move."

"E. R. D.," in *Whist* for February, 1897, gives the following arrangement of twelve players: In eleven sittings each player will play with the eleven others, once as partner and exactly twice as adversary. Number the players from one to twelve. The first and second sittings are as follows:



During all the eleven sittings No 1 occupies the same position. Every other number increases by one at each successive sitting, No. 12 becoming No. 2.

Another individual schedule for twelve, arranged by Hugh McDougall, is published in *Whist* for April, 1897, as follows:

First Table. N. S.	E. W.	Second Table. N. S.	E. W.	Third Table. N. S.	E. W.
1 — 2 *vs.*	3 — 4	5 — 6 *vs.*	7 — 8	9 — 10 *vs.*	11 — 12
1 — 3 *vs.*	10 — 8	9 — 11 *vs.*	2 — 6	7 — 4 *vs.*	12 — 5
1 — 4 *vs.*	8 — 11	2 — 5 *vs.*	10 — 12	3 — 6 *vs.*	9 — 7
1 — 5 *vs.*	9 — 2	6 — 10 *vs.*	12 — 3	11 — 7 *vs.*	4 — 8
1 — 6 *vs.*	11 — 5	10 — 7 *vs.*	8 — 9	4 — 12 *vs.*	2 — 3
1 — 7 *vs.*	2 — 10	12 — 8 *vs.*	9 — 4	5 — 3 *vs.*	6 — 11
1 — 8 *vs.*	6 — 12	3 — 9 *vs.*	4 — 5	10 — 11 *vs.*	7 — 2
1 — 9 *vs.*	7 — 3	11 — 4 *vs.*	5 — 10	12 — 2 *vs.*	8 — 6
1 — 10 *vs.*	4 — 6	7 — 12 *vs.*	3 — 11	2 — 8 *vs.*	5 — 9
1 — 11 *vs.*	12 — 9	4 — 2 *vs.*	6 — 7	8 — 5 *vs.*	3 — 10
1 — 12 *vs.*	5 — 7	8 — 3 *vs.*	11 — 2	6 — 9 *vs.*	10 — 4

Note 1.—That in the eleven games each player plays one game with each of the other eleven.

Note 2.—That in the eleven rounds each player is opposed to each other player (at the same table) twice.

.—That after the tourna- ompleted, each player has wo games against each ıyer (sitting at the two les), whether north, east, west, in the same position. ıltiple of four hands may l at each table to equalize ınd the lead.

les Showing Team Play, Plan.—A writer in *Whist* ıry, 1895, describes the ıodification of the Mitchell progressive play for teams as follows: "A new ıf duplicate play, devised ı C. Howell, was tried on sion. It was completely l, and competent judges e it by far the best system in a tournament for fours. ıdification of John T. Mit- progressive' method, in ter every round, the north ı pairs move to the next ne direction, and the trays :xt table in the opposite so that if the number of ɔdd every team eventually the deals.

Mitchell's plan, however, :nt of match play between the overplay of the same deals by the same two teams, is absent. For instance, with five teams competing, if the north and south pair of team No. 1 plays the first set of deals against the east and west pair of team No. 5, the east and west pair of team No. 1 plays the same deals, not against the north and south pair of team No. 5, as it would in match play between the two teams, but against the north and south pair of team No. 4.

"This deficiency Howell has supplied by a simple change in the manner of moving the trays. The players move as in Mitchell's system, but the trays are carried, not to the next table, but *from the middle table to the head*, with the others in natural order. With only three tables in play, the two systems are identical. With five tables, Howell moves the trays up two tables; with seven tables, three; with nine tables, four, and so on. The effect of this scheme in bringing out the overplay of the same deals by the same teams, as well as the general manner of using the system, will appear from the following illustrative schedule for five teams:

INITIAL POSITION.

	1	2	2	2	3	3	3	4	4	4	5	5	5
			Deals 5—8			Deals 9—12			Deals 13—16			Deals 17—20	
			2			3			4			5	

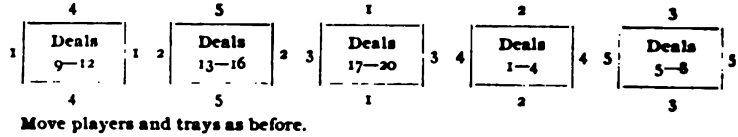
tion is merely to seat the players by teams. There is no play. The north pairs now move one place to the right.

FIRST PLAYING POSITION.

	1	2	1	2	3	2	3	4	3	4	5	4	5
			Deals 5—8			Deals 9—12			Deals 13—16			Deals 17—20	
			1			2			3			4	

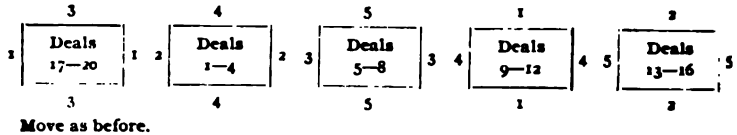
ıying the deals here indicated, the north and south pairs again move one e right, and the trays two places to the left.

SECOND PLAYING POSITION.



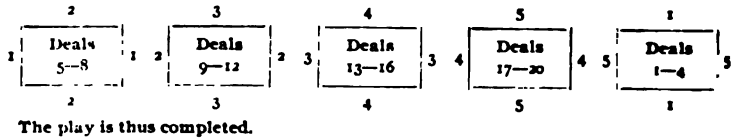
Move players and trays as before.

THIRD PLAYING POSITION.



Move as before.

FOURTH PLAYING POSITION.



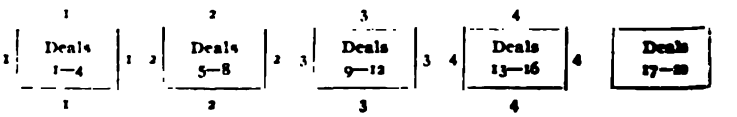
The play is thus completed.

Examination of the foregoing schedules will show that teams 1 and 2 have overplayed deals 5–8; teams 1 and 3, deals 17–20; teams 1 and 4, deals 9–12; teams 1 and 5, deals 1–4; teams 2 and 3, deals 9–12; teams 2 and 4, deals 1–4; teams 2 and 5, deals 13–16; teams 3 and 4, deals 13–16; teams 3 and 5, deals 5–8; teams 4 and 5, deals 17–20. In short, every team has played a match of four deals against every other team.

By repeating the schedule, or by playing a greater number of deals at each table, the matches between teams may be made as long as desired.

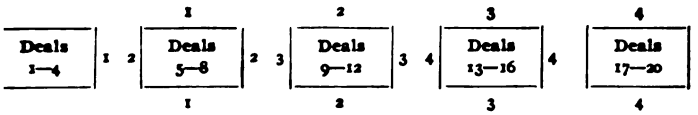
If the number of teams is even, a dummy team may be entered, or, better, an extra table may be added, and the schedule be carried out exactly as though the number of teams were odd, except that the north and south pair of one team, and the east and west pair of another, sit out during each round. This variation of Howell's formula was suggested by Walter H. Barney. It adapts the system to an even quite as well as to an odd number of teams. For example, take four teams:

INITIAL POSITION.



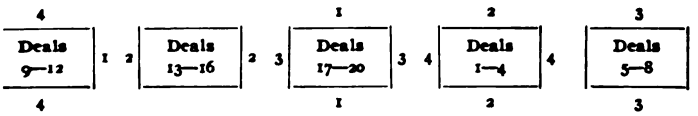
North and south pairs move one place to the right.

FIRST PLAYING POSITION.

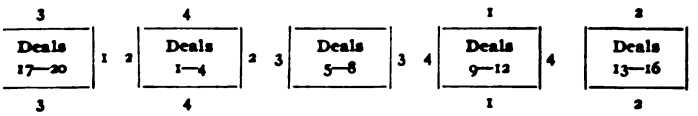


he east and west pair of team 1 and the north and south pair of team 4 sit out, and ls 1-4 and 17-20 are not in play.

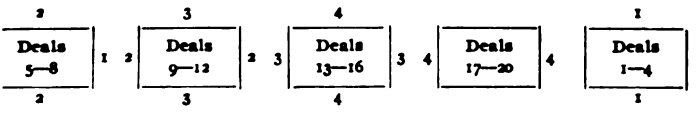
SECOND PLAYING POSITION.



THIRD PLAYING POSITION.



FOURTH PLAYING POSITION.



Examinations will again show t every team has here overplayed r deals with every other team, t as in the schedule for five ms.

Schedules of Play for Pairs, ams of Four, etc.—A most im- tant system is described in the ly, 1897, number of *Whist*, by arles M. Clay (*q. v.*), its origi- or. It is a universal system for npass matches between pairs, for ltiple teams of four, or for two ms of any number, and with any nber of tables whatever, though practical limit is probably six- n tables, on account of the time uired.

When the match is between fours, h four seat themselves together table, then the east-west pairs move up one table before beginning play.

After each round the east-west pairs move up one table.

When the match is between two teams of more than four on a side, the visiting team seat themselves at tables 1, 3, 5, etc., and the home team at tables 2, 4, 6, etc., then the east-west pairs move up one table before beginning play. After each round the home pairs move, the visitors sitting still throughout the play.

When the match is between pairs, no preliminary arrangement is necessary.

The system of play consists in placing upon each table more than one board, and playing, each round, only one-half the boards, or, in

case of five boards, say, playing only two the first round, and the remaining three the next round. This system requires that the moving players shall make the circuit of the tables twice, so that there are always twice as many rounds as tables.

For each different number of tables it is necessary to write down in advance a simple schedule, as follows: Write in numerical order the number of rounds to be played. Beneath, in vertical lines, write the numbers of the trays, in regular numerical order, which are to be played each round. For six tables, four trays at a table, the schedule would be written thus:

1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*
1	3	5	7	9	11	13	15	17	19	21	23
2	4	6	8	10	12	14	16	18	20	22	24

Now place on the tables, beginning with table 1, the trays under the odd numbers first, and afterward these under the even numbers. That is, place on table 1, trays 1, 2, 5, 6; on table 2, trays 9, 10, 13, 14; on table 3, trays 17, 18, 21, 22; on table 4, trays 3, 4, 7, 8; on table 5, trays 11, 12, 15, 16; on table 6, trays 19, 20, 23, 24.

The deals are to be played in regular numerical order, except, of course, that when the last numbers occur on the same table with the first, they are to be played before the first. That is, deals 23, 24, are to be played before deals 1, 2, if they come on the same table. On the first round, deals 1 and 2, 9 and 10, 17 and 18, 3 and 4, 11 and 12, 19 and 20, are to be played at the respective tables.

If the number of trays on a table is odd, the formula varies slightly. Thus, for five tables, five trays on a table, the schedule is:

1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
1	3	6	9	11	13	16	19	21	23
2	4	7	10	12	14	17	20	22	24
	5	8			15	18			25

Here, since each set of trays, being five in number, cannot be divided evenly, it is divided as nearly as possible into halves, the parts consisting of twos and threes.

First write down two, then three; then three, then two, and so on, every time alternating the order of division. The trays are placed on the several tables thus: Table 1, trays 1, 2, 6, 7, 8; table 2, trays 11, 12, 16, 17, 18; table 3, trays 21, 22, 3, 4, 5; table 4, trays 9, 10, 13, 14, 15; table 5, trays 19, 20, 23, 24, 25.

On the first round, the first two deals at each table are to be played, then the next three, and so on. On table 3, of course deals 21, 22, are to be played first.

After each round the players move up one table, *always taking with them the deals just played*, and placing them beneath the others which they find there. Of course, they are to play those which they have not played before.

In matches between fours the east-west players will meet, at the end of the first circuit, with their north-south partners. They should seat themselves at the table with them and note what boards should be played according to the schedule. These boards they may play against their north-south partners, if they wish to, but, evidently, they will not affect the result. Therefore it is better to consider these boards as played—that is, to omit playing them—and to pass on to the next table, playing there the next boards in order. When the second circuit is completed, it will be found that each team plays and overplays against each other team the same boards; also, that the same set of boards has been played by same than two teams.

Unfortunately, there is one exception to the universal application of this system. That is, in matches

en multiple teams of four, it
ot work with an odd number
rds upon an even number of
. The only cases where that
be likely to occur are eight
tables of three boards each.
defect is that it makes team 1
nly two boards against team 2,
ır boards against team 3. This
e obviated in either of two
first, by using a dummy
as in the Howell system;
l, by a device of Walter H.
y, of putting only two boards
h table except the last, and
g upon that all the remaining
. This necessitates, how-
going round three times.
s not necessary to place the
according to the formulas
They can be placed in their
l order, if preferred. The
:age of the formula is that
:am plays against each other
board in consecutive order.
vantage of placing the boards
tables in their normal order
: the pairs sitting still play all
ards in regular numerical
while those moving play
in reverse order, hence it is
asy to detect any mistake.
Barney has given the system
study, and has done much to
it, and is fully convinced of
eriority.
r the first circuit, all north
s should exchange places
ieir south partners.

.—The player who, in part-
) with west, sits in opposition
th and south at the whist
This designation is more
ılly used at duplicate whist.
the second hand when north
In the more common mode
gnating the players, east is
:nted by the letter Y.

).—A response to partner's
signal or call for trumps.
The echo is made by repeating the signal, in trumps or plain suits. In other words, your partner having called, you respond by playing a higher card, followed by a lower one. The echo is only made if you hold four trumps or more, and is intended to convey that important information to partner. If you do not echo, he understands that you hold three trumps or less. Several other ways of echoing to partner's call have been devised; such as, refusing to take the trick when partner leads trumps, trumping with a higher card than necessary when taking a force, etc. Some players even go so far as to echo on a trump lead or call on the part of the adversaries; but "Cavendish," the original inventor of the echo (who announced it in 1874), declares that to echo on the adversaries' lead of trumps is a violation of the underlying principle of the echo. (See, also, "Plain-Suit Echo.")

It is important that the echo should be made at the earliest practicable moment. —*G. W. Pettes* [*L. A. P.*].

By the "echo" in a plain suit you may avoid a sacrifice of a high trump card, to make it in trumps.—*A. J. McIntosh* [*L.A.*], "*Modern Whist*," *1888*.

This echo is a most powerful aid, as it is almost certain to enable you to win an extra trick.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist*."

When you have four or more trumps, and your partner leads them, you "echo" in the same way, if you do not try to take the trick.—*Val. W. Starnes* [*S. O.*].

On being forced, you may "echo" by trumping in with a higher card than you subsequently play. To an adverse trump lead or "call," if yourself strong enough to "call" originally, you may likewise "echo."—*Emery Boardman* [*L+A.*], "*Winning Whist*."

There is another echo which is made to show the possession of four trumps, irrespective of partner's lead of or call for trumps, which is made with three indifferent cards of a plain suit by playing the middle card first, the higher next, and the lower last.—*John T. Mitchell* [*L. A.*].

The echo is reported to be an extension of the signal, and is the most innocuous of the series; it does very little harm, and always amuses somebody. When the signal-man holds half the trumps and the echoer the remainder, it amuses them and does not hurt the adversary, for weight will tell wholly irrespective of conventions.—"*Pembridge*" [*L. O.*], "*Decline and Fall of Whist.*"

The "echo" signal has, like the signal for trumps, its negative as well as its positive aspect. Just as not signaling for trumps, when you have the opportunity, means that you have not more than a certain degree of strength in trumps and plain suits combined, so, not to echo the signal, if you have the chance, means that you have not more than three trumps.—*R. A. Proctor* [*L. O.*].

When your partner leads a trump or asks for trumps, if you have numerical strength in trumps, you should ask at the first opportunity. This is called the *echo of the call*, though it is made use of also in response to a lead. The advantages of the echo are manifold. Your partner, being strong in trumps, may hesitate to take a force, but your echo enables him to do so without fear, and to persevere with the trump lead.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The advantages of the echo are evident; if partner can count your trumps, he does not go on with an unnecessary round. The echo is usually a very simple thing, but at times it is not so easily accomplished; it should be made, however, even at some sacrifice of strength; but situations will occur—holding exactly four trumps, three high cards, and one small one—when you will lose a trick if you attempt to echo. Of course, when it is evident that loss will result, you will not echo.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

"Cavendish" was indefatigable in bringing into use the new system of improved communications. He introduced a fresh one affecting in an important way the management of trumps. When a player resolves to lead them it becomes very desirable for him to know to what extent his partner is able to support him. This may be seen to some extent by the card he returns, but in the thirst for information in the present day it cannot be waited for, it is wanted at once. Suppose, therefore, I either lead trumps, or call for them; the moment my partner sees this, if he happens to hold more than three *he also* calls for trumps which is to be understood to communicate that fact to me. This is called the echo of the trump call. Of course, if I do not see an echo I understand he holds only three, or less. This was published by "Cavendish," in 1874.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Eight-Spot.—A low card, which ranks seventh in the pack; often spoken of as the middle card, as there are six higher and six lower ones than it. It is led only as a fourth-best card in the American leads, and as a low card in the old-leads system. In the Howell (short-suit) system the lead of the eight, seven, or six indicates the ruffing game, with generally not more than two in suit, and none higher than the card led.

Eldest Hand.—The player to the left of the dealer; the one who makes the opening lead.

Eleven Rule.—A rule formulated by R. F. Foster, and first published in his "Whist Manual," in 1889. It is applicable to the fourth-best lead, and shows the exact number of cards in the suit higher than the one led. This is done by deducting from eleven the number of pips, or spots, on the card led; the remainder shows the number of cards in the suit against the leader higher than the one led. For instance: The seven is led; if the pips on it are deducted from eleven the remainder will be four, which is the number of cards, higher than the one led, which are out against the leader. Those not in his partner's hand must be held by the adversaries. The same rule may be applied to the second round of a suit, if the leader follows a high card with the fourth best.

This is a simple and useful rule, applicable when a fourth-best card is led.—*C. D. P. Hamilton* [*L. A.*]

The latest whist novelty is the eleven rule, the object of which is to give a simple method by which the number of cards superior to the fourth best led that are

t the leader may be quickly
l. This is accomplished by de-
: number of pips on the fourth-
om eleven, the remainder be-
nber of the higher cards. This
erisively called playing whist
tic. The eleven rule was first
t by Mr. R. F. Foster, of New
, however, did not divulge it,
is pupils; it was afterward in-
y discovered by Mr. E. F. M.
f Oxford, England, and given
lic in the *Field* of January 4,
. *Tyrist* [*L. A.*], *Harper's Maga-*
1891.

tural order of denominations
one-spot, would be low and
l equivalents [in a suit] would
a one to thirteen, but the
regarding the ace high makes
f numeral equivalents two to
nence fourteen is the base
f the rule]. When a player
ourth-best card, the numeral
on of that card deducted from
ll give the whole number of
: cards. As the leader is
emain with three of the inter-
ls, it is possible to determine
w many are held by the re-
ayers. The process is short-
it deducting the three higher
rn to be in the leader's hand
en, and then using eleven as
The difference between eleven
nomination of the card led
: how many intervening cards
y the three other players.—
l.], *November, 1893.*

h Card.—The master card
remaining ones in a suit
have been played.

nth, so called because it is the
ee remaining of the suit, is
a power, if you know that the
re divided between the oppo-
W Pettes [*L. A. P.*], "*American*
trated."

nth card is the best one of the
three of a suit, and can be led
re if you know the location of
wo: (*a*) If they are divided be-
two opponents, you can give
r an opportunity to trump or
dvantage. (*b*) If the two are
eft opponent, you can force a
right opponent and make him
r own or partner's advantage.
wo are on the right, you force
m left, and partner may dis-
rtrump to advantage.—*C. E.*
l.], "*The Gist of Whist.*"

Elliott, Eugene S.—The founder and first president of the American Whist League, was born in Vermilion county, Illinois, August 13, 1842. He entered Dartmouth College in September, 1861, and was to have graduated with the class of '65, but caught the war fever, and, with eighty other students, mostly from Dartmouth and the Norwich Military Academy, he enlisted in Company B, Seventh Squadron, Rhode Island Cavalry. After being mustered out at the close of the war, he engaged for a time in business pursuits, and then studied law, being admitted to the bar of Milwaukee county in 1876. He was elected city attorney of the city of Milwaukee in 1886; was renominated by both the Republican and Democratic parties, and re-elected in 1888; was renominated by his party (the Republican) in 1890, but was defeated with the rest of the ticket upon the Bennett law issue, which was construed as an attempt to interfere with parochial and other separate schools. Mr. Elliott's party claimed that it was the duty of the State to provide every child with such an education in the English language as should enable him to adequately perform the duties of citizenship.

Since 1890 he has held no salaried office, but has continued to be actively engaged in the practice of his profession. He has retained his interest in politics, however, and usually takes an active part in campaigns as a stump speaker. He was a delegate-at-large from Wisconsin to the Republican National Convention at St. Louis, which nominated William McKinley for the presidency. He has also for years taken an active part in Masonry, being past grand master of his State, and past grand commander of the Knights Templar of Wisconsin.

Mr. Elliott knew nothing about whist until after the organization of the club now known as the Milwaukee Whist Club, but had always been fond of chess, which he began to play at the age of ten years, attaining to great proficiency. He had been instrumental in organizing several chess clubs at various times, without achieving for them any permanent existence, but in September, 1875, he made one more effort. He proposed to his brother, Theodore B. Elliott (now deceased), then a lawyer of high standing at the Milwaukee bar, and to Rufus B. Allen (both of whom were fond of euchre), that they should assist in the organization of a chess club, in which card-playing was also to be permitted as an inducement. To this they assented, and the Milwaukee Chess Club was the result. Mr. Elliott was chairman of the first meeting, and the club was organized with ex-Attorney-General Winfield Smith as president; James G. Jenkins, now United States circuit judge, was the second presiding officer, and Mr. Elliott the third. The game of euchre soon gave way to whist, which was introduced to the club by Mr. Allen, and soon also supplanted chess.

In 1878 Mr. Elliott removed to St. Louis, with the intention of permanently locating there. He remained and practiced his profession about eighteen months, when he returned to Milwaukee. During his absence the play of chess had fallen into great decay, and the members of the club changed its name to the Milwaukee Whist Club, play being restricted to whist and chess under the rules; but, in fact, whist alone has ever since held sway. Thus Mr. Elliott became a whist-player by force of circumstances, to the joy and benefit of all lovers of whist in America, for, with his accustomed energy, he now began to work for the advancement of the greatest of all games. He offered the resolution which was passed by the Milwaukee Whist Club in September, 1890, for the appointment of a committee to consider the feasibility of holding a whist congress. He was appointed chairman of the committee; was made temporary and afterwards permanent chairman of the first congress, and was honored by being chosen as the first president of the American Whist League, which was formally organized at the congress held at Milwaukee, in 1891. (See, "American Whist League.") "His judicial temperament," said C. S. Boutcher, in describing him at this congress, "eminently fits him for a presiding officer. Cool, diplomatic, impartial, firm, he directs a convention so that harmony prevails and business progresses. The delegates to the congress were by no means a unit in their views on whist, and the conduct of its affairs. The avoidance of dissension, and the success of the congress, were largely due to the breadth and scope shown by Eugene S. Elliott in the direction of its proceedings."

This was the universal estimate, and succeeding congresses insisted upon keeping him at the helm, until at the fourth congress he positively declined further re-election.

In a letter received from him, Mr. Elliott speaks thus modestly of his own abilities as a player: "While extremely fond of the game, and appreciating its many beauties, I have never regarded myself as an expert, nor entitled to claim rank among players of the first force. If I had begun the study of whist at as early an age as I began to play chess, it is possible

might have attained higher but I began too late to obtain . first-class player must have, ct whist memory and correct ve inference from the fall of rds."

le he has given the game time and study, he has never d it to supplant more serious

He finds it, however, a olace when professional cares wearied the mind, and a nt relief from those responsi- which his profession im- upon the busy lawyer.

lems, Whist. — Devices are selected by clubs or other zations as their distinctive , or badges. Thus, the em- f the American Whist League ace of clubs, with the letters '. L." inscribed on the lobes. emblem of the Woman's League is the ace of dia- with the letters "W. W. L." d on it.

. certain sense, playing cards red at whist and other games d to have some emblematic cance, each card in accord- ith the picture or represen- which it contains.

land, Whist In. — Short or the game of five points, counting, is the whist of id, and stakes are played for, le, at the clubs and in pri- The element of chance in whist is so large that it is ad- y adapted for quick play, and pid consummation of bets, are also freely made upon game, or the rubber, as the ay be. This love of play for or loss) seems ingrained in itish whist-player, and dates the very beginning of whist. stomary for those who frown gambling to draw a fine distinction between that vice and the playing of whist for stakes, the universal plea being that it lends additional interest to the game, and that the stakes are small and insignificant in themselves. And yet we know, as a matter of fact, that when men once begin to play for money, and the gambling instinct is thoroughly aroused, bets and stakes may become quite important. Instances are on record in England, where thousands of pounds have been lost on a single rubber; £25,000 at a single sitting; and in one case, it is said, as high as £20,000 was lost on a single hand! (See, "Gambling.") We are aware that gambling is as prevalent in America as elsewhere, and have no right, therefore, to assume a higher virtue for our people on that account; but it certainly does seem fortunate that gambling has been thoroughly eliminated from whist, which is thus made a home game and a pure game, such as may safely be recommended to the young, without fear of demoralizing influences. When whist is played for money in America, it is played by those who play for money at whatever game they undertake. Such men are at once classed as gamblers. As a rule, however, they find the American seven-point game without honors less suited to their purpose than draw-poker, or other games of chance.

Whist is sometimes played for "love" in England (*i. e.*, without stakes), and duplicate whist is also played to some extent; but so long as the five-point game (with honors counting greatly in excess of what they should) prevails there, any game, except that which Englishmen are accustomed to, will be found rather dull. English conservatism will make a change from the five-point game a difficult mat-

ter, but, if the step should ever be retraced which was taken in 1785, or thereabouts, when long whist was cut in two by the gambling fraternity to accelerate their bets (see, "Short Whist," and "Peterborough, Lord"), there can be no doubt but the English people as a whole would rejoice, as did the people of this country when American whist was placed upon a higher plane.

Although this is a consummation devoutly to be wished, the outlook for whist is said to be rather gloomy in England at the present writing (1897). The gambling spirit so assiduously fostered by playing for stakes seems to have broken through all restraints, and to have developed into a mania for "bridge" (*q. v.*), to the disgust of all true lovers of whist. It cannot be that the craze will last, but in the meanwhile genuine whist seems to be under a cloud at the London clubs. As regards whist play in other parts of England, we are informed by a correspondent, writing under date of September 4, 1897, that during the winter there is a good deal of whist in the club at Bath, in that at Bournemouth, and in the new club at Cheltenham. Bath is the winter resort for those suffering from rheumatism; Bournemouth, for weak chests, and Cheltenham, for hunting men and those who are fond of gay society. There are some good players among the residents of each place, and their ranks are often recruited from London and elsewhere. "Very good whist and piquet," says our correspondent, "used to prevail in the Union Club at Brighton, but it has fallen off during recent years. Sir Richard Rennie is one of their most trustworthy players at both games. An excellent rubber can still be found at the Sussex Club, Eastbourne, but there, too, death and old age have made gaps among the players. There is good whist, also, at Southsea. During the autumn season a good deal of whist, chiefly by visitors, is played at Scarborough, Harrowgate, and Buxton. In one August, three or four years ago, no less than eleven members of the Baldwin Club, in London, might have been seen playing in the card-room of the club at Harrowgate. Whist can be obtained in the club at Great Malvern, where Major Wintour is their chief performer. Also, at Leamington, Exeter, and Exmouth. The Marquis of Drogheda plays at the last-named place. He excels at piquet rather than at whist."

(See, also, "American and English Laws," "American Game," "International Match," "Laws of Whist," and "Whist Clubs.")

The English play a game of chance. They trust to "honors" for a large part of their success. They play a short game, and a smart tell-tale game, for a purpose. Brilliant play with them is very occasional. —*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

It will cause Americans to smile when they learn that in a late issue of the London *Field* an advertisement appeared, as follows:

"Whist enthusiast desires to meet with others who have mastered book play, and will meet frequently and regularly for practice, without stakes or bets.

"D. G. H."

Just fancy what this means—that in the great metropolis of London a poor, lonesome whist-player desires to meet with others who do not scorn later-day developments and progress. I pity the poor Englishman. If he would emigrate to this great and glorious country, and take up his residence in any little town of 10,000 or more people, he will find the associates he seeks without advertising in a paper of the *Field's* standing. This recalls to my mind what "Cavendish" told me when he first visited this country in 1893. The day of his arrival had been publicly announced, and the whist-players of this city knew that he was to be my guest. They called quite constantly to

ir respects to the great whist au-
id every day and for many hours
red whist. "Cavendish" thought
reviously arranged for him to meet
t players in this vicinity, and it
nost an impossibility for him to
that such was not the case, and
was simply meeting the general
players. It was a revelation to
cause the average of play here
nuch higher than he was accus-
o at home that he thought, and
ly, that the best players had been
to meet him. It has been, and
he exception for him, to get three
ood whist-players at the whist
England. He very soon found
as the exception to have any but
y good players at the whist table
ica. I have heard that since his
to England he informs his coun-
that they have been distanced in
, and that if they want to play
ell and intelligently they will
do as we have done—study the
all its phases, and not, as has
ir custom, to consider it merely
of chance, the main object being
he other fellow's money.—*R. H.* [*L. A.*], *Brooklyn Eagle, 1897.*

can be little question that whist
and to-day does not occupy the
that it does in this country, and
on for it is self-evident. It is the
e feature that has caused the
attain the height of popularity
as now reached in almost every
n city. The Englishman is too
itive to adopt this, and too fond
ake to play straight whist for the
he game. There are many games
admirably suited for those who
the sake of the stake, not for the
of the game. Whist, however,
be numbered in that category.
Englishman changes his habits,
e, the outlook for whist in the
sles is far from bright. As for an
ional match with England, that
e circumstances seems absolutely
The writer consulted with Mr.
id others on the subject, but when
ed with the condition of the
England, he realized how futile
y schemes he had to propose
to the accomplishment of this
hed-for game. If the American
eague wishes to win the inter-
honors it will have to look for
ewhere. There is at present no
ty of such an event being ar-
rith any of the members of the
clubs. The average Englishman
a man who will play a game of
the love of the game and the
victory as a sort of *rara avis* to
or less pitied—a kind of dime
freak. One fine old barrister, a
gentleman from the top of his high silk hat to the rather heavy sole of a large-sized and ill-fitting shoe, in talking over American whist with the writer, asked, as a matter of curiosity, how many nights, on an average, an American whist expert would devote to the game. Upon his query being answered as accurately as its general character permitted, he in an absolutely dumfounded manner inquired whether all play was without a stake. Being assured that this was so beyond a doubt, he lifted his hands in horror and said: "And yet you tell me you have no leisure class in America; verily, men that you say are busy must have much valuable time to waste." This man was a typical English whist-player, and he honestly thought that he was fond of the game.—*Milton C. Work* [*L. A. H.*], *Philadelphia Telegraph, 1896.*

English Code.—See, "Laws of Whist."

English Whist Clubs. — See, "Whist Clubs."

Entry and Re-Entry.—The laws of entry and re-entry to the whist table in the English code (sections 21 – 25) provide as follows: A player wishing to enter a table must declare his intention before any of the players have cut a card; those who have neither belonged to nor played at any other table have the prior right of entry; a player, with consent of the other three players, may appoint a substitute during a rubber; a player cutting into one table, while belonging to another, loses his right of re-entry into the latter; if anyone break up a table, the remaining players have the prior right to him of entry into any other.

To entitle one to enter a table, he must declare his intention to do so, before any one of the players has cut for the purpose of commencing a new game, or of cutting out.—*Laws of Whist* (*American Code*), *Section 6.*

Equal Cards. — Cards of equal value, in sequence originally, or after intermediate cards have been

played. For instance, ace and king of the same suit, held in the same hand, are of equal value. The ten and eight spot are of equal value when the nine has been played.

Equivocal Card.—See, "Doubtful Card."

Error, Cards Played in.—Cards are played in error when they are played contrary to the rules; as, for instance, playing out of turn, revoking, etc. The English code (sections 67–70) provides that if the third hand plays before the second, the fourth hand may play before his partner; should the fourth hand play out of turn, he may be required to win or not win the trick; if any one omits to play to a trick, and the error is not discovered until he has played to the next, the adversaries may claim a new deal; if any one plays two cards to the same trick, or mixes his trump or other card with a trick, and it is not discovered until the hand is played, he is answerable for all subsequent revokes he may have made.

The American code (sections 24–26) provides that if a player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either to lead, the suit to be called by the right-hand adversary; but if the player has none of the suit, or if all have played to the false lead, no penalty can be enforced; and if all have not played to the false lead, the cards erroneously played may be taken back, and are not liable to be called. The penalties for playing out of turn by third and fourth hands are precisely the same as in the English code, above stated.

Errors.—Mistakes made in play. Pole calls attention to several kinds, differing much in their importance. Errors of form—infractions of the book rules—such as leading w ly, playing false cards, not r ing trumps, etc., are culpabl ought to be reproved. Err observation or memory — n ing to take advantage of t of the cards, and playing in consequence—should be v more lemently. Or, having observed, a player may pla advantageously. This is an of judgment, and is still m cusable. Even good playe liable to such errors, and been said of whist-players, a poleon said of his generals, " are the best who make the blunders." Clay sometime clared that he won more by l versaries' mistakes than b own skill.

Not carrying out original plan of the most fatal errors in whist determined to play a certain suit, to the end Having determined out the trumps to defend it ge[illegible] Having established a cross-ruff going. Having decided to weaken versary by forcing him, keep at he is harmless * * * Don t adversaries frighten you out o game, either by false cards or fa nals.—*R. F. Foster* [*S. O. S. Whist*].

Establish.—To establish is to exhaust the best cards which are against you, there taining complete command o

Established Suit.—A su which you are prepared to ta the tricks, bar trumping. adversaries' and partner's having been cleared of all manding cards in them, you the best, or all the rest, and a as trumps are out of the way you have the lead, you are position to bring it in; *i. e.*, to tricks with all the cards. T the essence of the long-suit (*q. v.*). A suit may also be s be established, so far as resu

ed, when you and your are able to take all the i it.

i established suit, and a card of n the adversary's suit, a four- ad is almost invariably justifi- *lton C. Work* [*L. A. H.*], "*Whist* ."

nay be established without ever een led; as, when you hold the est cards of it; or it may become ed in one or two rounds.—*R. F. O.*], "*Whist Strategy.*"

i established when the holder of gth in the suit has the best card with the certainty of drawing rvening between it or them and ea.—*R. A. Proctor* [*L. O.*], "*How Whist.*"

ette of Whist.—Rules of at whist observed by all is and reputable players, h no definite penalties are l for their infraction, as in i of whist proper. The eti- of whist was promulgated iection with the English an early date. The Ameri- uette of whist was adopted hird American whist con- i 1893.

ette of Whist, American.—lowing rules belong to the ied code of whist etiquette. e formulated with a view to ige and repress certain im- ies of conduct, therein out, which are not reached laws. The courtesy which ie intercourse of gentlemen gulate other more obvious

conversation should be in- in during the play, except is allowed by the laws of e.

player should in any man- tsoever give ay intimation e state of his hand or of the r of approval or disapproval y.

player should lead until the ig trick is turned and quitted.

4. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.

5. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.

6. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.

7. No player should take advantage of information imparted by his partner through a breach of etiquette.

8. No player should object to referring a disputed question of fact to a bystander, who professes himself uninterested in the result of the game, and able to decide the question.

9. Bystanders should not, in any manner, call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission, nor should they walk around the table to look at the different hands.

Etiquette of Whist, English.—The following rules belong to the established etiquette of whist. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease playing with players who habitually disregard them.

Two packs of cards are invariably used at clubs; if possible, this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has

played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.[1]

A player who desires the cards to be placed, or who demands to see the last trick,[2] should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts, as to who played any particular card, whether honors were claimed though not scored, or *vice versa*, etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark; neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk around the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

Courtesy is nowhere more requisite, or its absence more remarkable, than at the whist-table.—"*Lieutenant-Colonel B.*" [*L. O.*].

It is not etiquette or honest to claim the game when you have it not, or a trick more than you have, or to dispute the score of your adversaries who have properly scored. It is not etiquette, either by looks, smiles, frowns, or gestures, to intimate any knowledge, good or bad, of your hand. It is not etiquette to ask what are trumps, to induce your partner to lead them. It is not etiquette to hesitate in the play of your cards, to show that you could have played differently. It is not etiquette to frown or look savage when your partner plays a suit you do not want. —*Westminster Papers* [*L. O.*].

The "Etiquette of Whist" by the American Code differs, as far as I can see, in no respect from the English; they are both framed to repress improprieties of conduct not reached by the laws, and for which no penalties could be well enforced. * * * Pages might be written on the breaches of etiquette committed by persons who join a rubber of whist, and who consequently tend to prevent this rubber from being the intellectual and social enjoyment that it ought to be. In the *Field*, March 30, and April 6, 1889, I wrote two articles on "The Etiquette of Whist." Unfortunately those who commit the most serious breaches of etiquette seem to be those who never read and never learn; as I have found, even quite recently, many persons who invariably commit day after day those very breaches of etiquette to which I directed attention in those articles.—*A. W. Drayson* [*L. + A. +*], "*Whist Laws and Whist Decisions.*"

Evolution of Whist.—The development of whist from its lowest, or primitive, form to its present scientific stage, and its still more perfect future condition. Pole was the first to philosophically trace this progress, and to point out the underlying principles or lines upon which it has been, and is still being, made. In his opinion, not only the game, but the players have been subject to this evolution. (See, also, "Pole, William," and "Whist, History of.")

Any proficient who has made himself master of an improved style of game is accustomed to despise, as useless and uninteresting, the earlier forms. Charles Lamb, for example, playing the Hoyle game of *Mrs. Battle*, characterised the more primitive practice as "sick whist," and a little later we find the "modern scientific" experts despising the antiquated game of Charles Lamb. And such has been the progress of whist evolution in the last two decades that a member of the present American League

[1] The question "Who dealt?" is irregular, and if asked should not be answered.

[2] Or, who asks what the trump suit is. —"*Cavendish*" [*L. A.*].

k down, even on the fine play-eschapelles or Clay.—*William* +].

iments, Whist.—President in his annual address be- seventh congress of the n Whist League, advised ınization to take such con- ıction as would tend to ractical results out of the s number of whist experi- hich are daily made at the clubs. These experiments re too valuable to be lost, would, if preserved, tend many disputed points in tics. "It seems," said he, e League should go further ork of assisting its members many thousand students ime. We ought to use our ganization for a more sys- study of the game. Our ıould be combined; the re- those efforts should be l. Thousands and tens of ls of experiments are tried ily in clubs of the League, results are kept in a most circle. Still more would if the results of those ex- ts could be made more gen- seful." Later in the ses- solution was adopted, "that ommendation of ex-Presi- ney, with regard to the es- ent of a bureau of experi- referred to the executive ee, to report thereon at the ıgress."

Foster made a similar sug- in the *Sun* of June 6, 1897. d that the whist-players of ntry should be organized investigating basis, so that ependent experiments of cattered players could be , classified, analyzed, and ts submitted to other play- erification. His idea was od deal of time and energy is wasted in analyzing and experimenting with exceptional, or "freak," hands. What is more important is to study the every-day hands, those occurring most frequently, just as in learning a language the beginner is first taught the words that occur oftenest. The first step, therefore, in the process of a practical analysis of whist strategy would be to find out what are the most common hands, and then to ascertain the best mode of treating them in actual play. In order to do this he asked two hundred readers of the *Sun* to assist him in noting down, at least, 10,000 hands at whist, actually dealt. These hands were received in due time, and classified and arranged in two gradually ascending scales: the first according to their trump strength, and the second according to the plain suits.

The committee on experimental play will not, as some seem to imagine, concern itself officially with any comparisons of systems; nor is it likely to declare in favor of any particular teacher or text-book. * * * The game is still in a transitive stage. Hence, innumerable new ideas and suggestions are continually being brought forward. That these may often seem to run counter to the present practice is not a reason for incontinently rejecting them; yet it is not safe to adopt them, however plausible, without testing them. Here is where the work of the committee will come in. To them can be referred all proposed innovations, and it will be their work to purge the pure metal from the dross by passing it through the crucible of practicable experience.—*Whist* [*L. A.*], *September, 1897.*

What are grammalogues of whist? What are the common, every-day hands? It may safely be asserted that there is not a whist-player to-day, who could so formulate the most common hand at whist that everyone would agree with him. As already stated in these articles, the problem does not admit of mathematical demonstration. The probabilities of holding a given hand can be calculated, but whether or not it would be more common than any other, is a very intricate question. It is not a difficult matter to find the odds against a player's holding

six trumps and seven cards of an established suit, but it would take a man several years to calculate the exact proportion of all the various hands that a whist-player could possibly hold. Some idea of this proportion is necessary in the solution of the problem before us, because accompanying the most common hands for the leader must be the most usual distribution of the cards in the other hands. * * *

When the entire 10,000 deals have been received, the results of their analysis will be published in these articles, and when the most frequent conditions have been ascertained in this manner, it is proposed to take up the typical hands, one by one, beginning with those that are found to be the most common, and by a series of experiments, which will be explained at the proper time, to ascertain the best opening lead from all such hands. After the more common hands have been disposed of, those next in order will be taken up, and it is hoped that, by following out this plan until all the familiar varieties have been investigated, we shall be able to arrive at some general principles of whist strategy which shall be based on facts, before which all theories will have to give way.—*R. F. Foster* [*S. O.*], *New York Sun, Aug. 1, 1897.*

Exposed Card.—Any card dropped, or in any other way exposed, on or above the table, except in the regular course of play. Such cards are liable to be called, but if not called they may be played when opportunity offers. A card led or played out of turn is not an exposed card, in the above sense, but subject to other penalties. (See, "Cards Liable to be Called," and "Leading Out of Turn.")

Exposed cards [are] cards played in error, or dropped face upward on the table or held so that the partner can see them.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*."

This law [law sixty-six of the English code; in case ninety-six [Drayson's "Decisions"] has been construed to mean that if a suit has been called or attempted to be called that the *whole* penalty for leading out of turn has been paid, and that the offender can then *replace* the exposed card in his hand. This construction is certainly more equitable than our own, as it does not make the penalty for leading out of turn a double one, in case a suit is called before calling the exposed card.—*Whist* [*L. A.*], *May, 1896.*

The law of the game is very strict with regard to shown cards, but nevertheless cases occur every day which do not appear to us to be punished with sufficient severity. A card is shown either intentionally or through awkwardness; it may either serve to discover the weakness of a hand, or it may not be of any material consequence. It appears unjust to apply undue correction to this fault, but, on the other hand, too great lenity will encourage speculation, which it is of the greatest importance to repress by every possible means.—*Deschapelles* [*O.*], "*Laws*," *Section 6.*

One of the players, after the cards are dealt, but before the play has commenced, gets into a discussion with another, my one of his adversaries, and, in a moment of thoughtlessness, lays his hand (cards) upon the table, face upward. Only the top card can be seen, but the adversaries demand that his hand be ALL spread out, and called as they please. He objects on the ground that only the top card can be called. Who is right? This point arose many years ago, before these *Papers* were in existence. *Bell's Life* decided that all the cards were exposed. We protested against the decision at the time, but without effect; and, although we think the decision harsh, we have never found any satisfactory milder punishment, and have been obliged to follow the decision.—*Charles Mossop* [*L + O.*], *Westminster Papers, October 1, 1878.*

Exposed Hand.—In the course of a game of whist which was being played at the Washington Club, Paris, one of the players made the statement that he could expose his entire hand and none of his cards were liable to be called, and that he would leave it to "Cavendish," the whist editor of the London *Field*. On a wager, the case was submitted in the following form: "A in playing whist exhibits his hand to the other three players so that every card may be seen, but without separating them or laying them on the table. Can these cards be considered as exposed, and called as such?" To which "Cavendish" answered as follows in the *Field* of March 8, 1879: "A player may expose his entire hand, so that all the others can see it, without a card penalty; if done intentionally, no one would

r with him again." James Clay other eminent players coin- ed with this view, but the editor the *Westminster Papers* pro- nced it "monstrous," and logul" and "A. Trump, Jr.," e equally emphatic in their dis- roval, holding that the cards e exposed and liable to be called. : entire controversy is given in aws and Regulations of Short ist," by "A. Trump, Jr." It the Washington Club to drop English rules and to adopt ers, based upon Deschapelles. ong these is one to the effect t "all exposed cards can be ed, no matter in what manner r are exposed—if dropped on table, thrown on the table, or l above the table, detached, or detached."

ace Cards.—The king, queen, jack; the three cards in each bearing a representation of the an face. Some authorities in- e the ace among the face cards, his is clearly incorrect.

ds.—There are fads in whist other things. The difference en a fad and an improvement st is that the fad eventually ut, while the improvement ls recognition and general ance in time. "Cavendish," *ist* for July, 1896, in com- what he saw in this country with what he saw on the of his second visit in rs: "I will take the play here can be no reasonable at there has been a vast ent all around. I do not o enter into details, but ly say I have formed this artly from looking over d partly from assisting s. The introduction of s does not seem to have damaged play as much as I expected. This may be partly accounted for by the fact, which I have not been able to verify for myself, and of which I have been informed, that many players having experimented with fads, and having found them trick-losers, have abandoned them. I do not include among fads the views of certain experts, such as Hamilton leads and ace leads from a numerically long suit, as these are worthy of serious consideration; I may state, however, that up to date I have not found myself in a position to approve them."

In a paper entitled "Whist Fads," in *Scribner's Magazine* for July, 1897, he returns to the subject. Among other observations, he says that the practice of leading nine instead of fourth best, from king, jack, nine, and one or more small cards (an invention of the late G. W. Pettes), "has been tried and is now generally given up." He is opposed to the fad of discarding an eight, or higher, second hand, as a discard trump signal. He thinks it should be treated only as a suggestion and not a command to lead trumps. He finds several grave objections to the four-signal, although he recognizes the fact also that it has the approval of a number of distinguished players. He dismisses the various signals to show two, three, or four trumps, with the remark that exhibition of weakness in trumps is more likely to be of advantage to the adversaries than to the exhibitor. He also condemns the fad of an irregular original lead in plain suits, when an honor is turned up to the leader's right hand, as a signal for partner to lead a trump through the honor. The practice of leading originally from a short suit in preference to a long one is also un-

favorably commented upon, while the "rotary discard and like fads" are pronounced beneath notice. In regard to the Hamilton leads he is still in doubt, but observes: "When bands of experts differ on a given proposition, the probability is that there is not much to it either way." This in allusion to the question whether these leads bring with them the risk of losing tricks by leading small from king, jack, ten, etc.

It is well to remember that during the last three years many new-fangled notions have come to the front, had ardent support for a time, and then have faded out. It is not unlikely that many, if not most, of to-day's fads will in turn disappear into "innocuous desuetude." It is not well to be too sure of the permanency of modern improvements.—*Fisher Ames* [*L. A.*], *Whist, Oct.-Nov. 1896.*

Fallacy.—An idea in whist play or practice which is entertained and believed and acted upon by certain players despite all evidence to the contrary. Sometimes so-called improvements, or new modes of play, are also found to be fallacies, or fads.

Three-fourths of the card-players of England believe, or play as if they believed, that a trick in trumps counts more at the end of the hand than a trick in plain suits. Who taught them this fallacy, and why does it continue to live?—*Westminster Papers* [*L+O*].

Fall of the Cards.—The order in which the cards are played. The cards fall upon the table as they are played, and to observe and remember those which are out, is to watch the fall of the cards.

To remember the cards that have been played is a comparatively small matter, but to be able to read the cards as they fall, and carry the information afforded to the end of the hand, is a matter of the greatest importance.—*C. D. P. Hamilton* [*L. A.*], *"Modern Scientific Whist."*

False Card.—A card played contrary to conventional rule, for the purpose of deceiving the adversary, but which is liable also to deceive partner. This play is condemned by nearly all authorities on whist, while those who countenance it do so only upon exceptional grounds and under exceptional circumstances; as when, for instance, there is no danger of deceiving partner; or, when playing a coup; or, when playing with a hopelessly bad partner. Players of the first rank who frequently play regardless of rule, sometimes make effective use of false cards, but even in the hands of experts they may prove boomerangs.

Don't play false cards with a good partner.—*H. F. Morgan* [*O.*].

The second hand will find more opportunity for false-card play than any other position.—*R. F. Foster* [*S. O.*].

The play of false cards, without very good reason, is characteristic only of hopelessly bad players.—*William Pole* [*L.A+*], *"Theory of Whist."*

It requires more than ordinary skill to judge when a false card will do less harm to the partner than to the adversaries.—*R. F. Foster* [*S. O.*], *"Complete Hoyle."*

I must caution you never to play a false card until you have advanced beyond the condition of a moderate player.—*A. W. Drayson* [*L+A+*], *"The Art of Practical Whist."*

Avoid playing false cards, and be very careful in playing even the smallest cards, lest you may deceive your partner.—*William Pole* [*L. A+*], *"Philosophy of Whist."*

The playing of false cards * * * is but little more commendable in whist than is the like in the ordinary affairs of daily life.—*Emery Boardman* [*L+A*], *"Winning Whist."*

To impose upon your adversaries is perfectly fair and justifiable, but at whist we can only occasionally so impose without detriment to our partner, and, therefore, to ourselves.—*Charles Mossop* [*L+O.*], *Westminster Papers, December 1, 1894.*

It is not in harmony with modern scientific whist to play a false card under any circumstances, not even when it deceives the adversaries only.—*C. D. P. Hamilton* [*L. A.*], *"Modern Scientific Whist."*

The third hand may * * * frequently play with advantage a false card in a suit in which his partner is making a forced lead, and in which he knows the strength

the adversaries.—*Milton C. Work* [*L. A.*], "*Whist of To-day.*"

ot play false cards. You will de- our partner in nine cases out of d generally to his and your injury. nay, perhaps, be times when it can iarm, but they are few, and must en, if at all, with great skill and *Fisher Ames* [*L. A.*].

ng is more tempting to some than the play of a false card; that n two or more cards of equal con- value are held, and the highest d second, third, or fourth in hand. It loses more tricks than it —*W. M. Deane* [*L. A+*].

ust not be confounded with one merely irregular in lead or follow. rd that *may* be made, instead of t *could* have been made, is not ne- y false play. Coups are always ir, but they are not false, but bril- ariations from routine.—*G. W. L. A. P.*], "*American Whist Illus-*

are numberless instances where y play a false card which cannot your partner, and if it misleads vill do no harm, whilst it will mis- e adversaries, and may probably n an advantage. Again, a false ayed may not be a false card as your partner, and cannot mislead t it may be a false card for the ad- s.—*A. W. Drayson* [*L+A+*], "*Art tical Whist.*"

play false cards. The habit, to there are many temptations, of to deceive your adversaries as to e of your hand, deceives your part- well, and destroys his confidence A golden maxim for whist is, is of more importance to inform rtner than to deceive your adver- The best whist-player is he who ie game in the simplest and most ible way.—*James Clay* [*L. O+*].

scientific game of whist you give rtner (always at the beginning, nost always throughout the play and) all the information in your rithin the rules of the game. Cases ise towards the end of a hand t becomes clear that your partner nothing, and nothing can be lost eading him; then, and then only, rds (deceiving him, but deceiving rersaries also) may be usefully —*R. A. Proctor* [*L. O.*].

are three kinds of false cards: se that deceive everybody; (2) at deceive your opponents only; e that deceive your partner only; paring use of the first two—espe- ward the end of a hand—is often geons; but in playing cards that deceive everybody you must be prepared to take entire charge of the game your- self, or you will probably have your con- duct referred to afterward. The third is sacred to bumblepuppy.—"*Pembridge*" [*L+O.*].

False cards are dangerous weapons, and should be used with great care. They are commonly employed by expert players, and frequently give an opportunity for the exercise of rare whist judgment. We believe that a player has a perfect right to give or withhold information. He cer- tainly is under no obligation to make the game easy for his adversaries. While we agree with Mr. Coffin in his general re- marks, that the indiscriminate and con- tinual use of false cards and deceptive leads is neither desirable nor bright, we hardly think that he is justified in placing well-directed false cards in the same class with low trickery and private convention- alities.—*Whist* [*L. A.*], *1897.*

On the whole, it seldom happens that a balance of gain results from the adoption of deceptive play. Occasionally, how- ever, a false card may be played with a special object. For instance, ace is turned up to your right, and when the dealer gets in, he leads a small trump. If you, second hand, have king, queen only, you would be justified in playing the king in hopes of inducing the trump leader to finesse on the return of the suit. * * * If your partner has exhib- ited weakness in one or more suits, you would frequently be justified in playing a false card. You are driven to rely solely on yourself, and are entitled to adopt every artifice your ingenuity can suggest in order to perplex the other side.—"*Cav- endish*" [*L. A.*], "*Laws and Principles of Whist.*"

If the play of one false card is sanc- tioned, so may the play of two be; or you may play one card conventionally and the other not, and the integrity of the game is gone. * * * If the right to play false is recognized, there is then no limit to its pernicious and disintegrating practice. Besides, there is nothing to be gained by playing false cards. If A wins the first game by a cheap deception prac- ticed upon D, he (D) in turn is at liberty to win the second by a similar chicane. * * * But above all other objections against the play of false cards stands the fact that the play may deceive partner, and there is nothing to be gained by the play that will begin to compensate for the loss of confidence such a play is sure to create.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

False cards in adverse suits are some- times very effective, as the following hand, played in 1871, will show. Z dealt

and turned the heart seven. The score was love-all, English five-point whist, counting honors.

Tricks	A	Y	B	Z
1	7 ♢	5 ♢	Q ♢	A ♢
2	♣ Q	♣ 6	♣ 2	♣ 5
3	♡ 4	♡ 2	♡ A	♡ 7
4	♡ 9	♡ 3	♡ 6	♡ K
5	7 ♠	4 ♠	A ♠	K ♠
6	J ♢	8 ♢	3 ♢	2 ♢
7	♡ Q	♡ 5	2 ♠	♡ 10
8	♡ J	♡ 8	3 ♠	10 ♢
9	K ♢	♣ 9	4 ♢	♣ 10
10	9 ♢	6 ♠	6 ♢	Q ♠
11	9 ♠	10 ♠	♣ 3	5 ♠
12	♣ 4	J ♠	♣ 7	♣ 8
13	♣ K	8 ♠	♣ A	♣ J

At the ninth trick it is very clear to Z that A and B will win the game unless he does something to throw them off the track. They are already two by honors, and must have both ace and king of clubs, which will make them three by cards and game. The discard of the club ten is to lead A to believe that Z originally led from ace, jack, ten, five; because it is very probable that A has the club king, and played in from king, queen, small, at trick two, and if Z can deceive him, he will avoid leading up to the supposed major tenace in clubs. The discard of the spade queen is simply carrying out the same plan. If Z discards another club he betrays himself. If he keeps the unguarded spade queen, he will be forced into the lead, and cannot save the game. His only chance is that A will be coaxed by these false cards to lead spades, and that Y will be able to save the game in that suit. The ending is one of the finest examples of good false-card play in existence, and well worthy of careful study.—*R. F. Foster* [N. O.], *Monthly Illustrator*, 1895.

False Carding.—The practice of leading or playing false cards.

False Lead.—See, "Irregular Lead."

False Scoring at Duplicate.—See, "Scoring."

Famous Whist-Players.—We have already said something about "Celebrated People Who Played Whist" (*q. v.*). Great whist-players are more rare. In fact, it has been asserted that not more than two or three men ever completely mastered the game. The great players, who were universally admitted to have been such, can almost be counted on one's fingers. To begin with the beginning of the game, Hoyle, its father, was a great teacher, but not a great player. A writer in the *Westminster Papers* says: "To many it may seem late in the day to refer to the writings of Mathews. That gentleman was the finest player of his day, whereas his predecessor, Hoyle, was not." Thomas Mathews knew this, too, for he takes pains in his book to cast a reflection upon the play of Hoyle. Greater than Mathews, however, was Deschapelles. Says "Cavendish:" "It is remarkable that the 'finest whist-player' who ever lived should have been, according to Clay, a Frenchman, M. Deschapelles." This praise is now universally admitted to have been justly bestowed. James Clay himself, however, was an extraordinary player, the finest in all England in his day, although his fame as an authority on the game perhaps overshadowed his fame as a player. Charles Hervey, in "The Whist Table," tells us that "a master of the art (Lord Henry Bentinck), who had survived a generation, was asked who were the best whist-players he ever knew. He instantly named three: the late Earl Granville, the Hon. George Anson, and Henry Lord de Ros. On being asked for the fourth, he paused, but there was no need of hesitation. * * * The palm was popularly considered to lie between Lord Henry Bentinck and Mr. Clay, whose

styles were so essentially different that an instructive parallel might be drawn between them after the manner of Plutarch."

"Since Deschapelles," says a writer in *Blackwood's Magazine*, "there has been no such player in Europe, except perhaps a Greek—a M. Kalergi, the brother of the minister of that name." Charles Mossop, in the *Westminster Papers* for April, 1879, speaks of another foreigner, "Belaieff," as, "in our judgment, the best whist-player that ever lived."

In our own day "Cavendish" is looked upon as England's representative player and exponent of the game. But "Pembridge," in a letter to *Whist*, declared that "there is no finer player in all England" than J. C. Davis. Mr. Davis plays a game which is as different from "Cavendish's" as James Clay's was from Lord Bentinck's. "Cavendish" dedicated his "Card Essays" to Edward Tavener Foster, whom (on page 178) he mentions as "the finest whist-player I have ever met."

It has been remarked by competent judges like "Cavendish," that the average of skill is much higher in this country than in Europe, and that Deschapelles himself might have looked to his laurels in contests with members of the American Whist League.

The late John Rheinart, of the Milwaukee Whist Club (who years ago played frequently with Deschapelles), was considered one of the very best players in this country. N. B. Trist placed J. M. Kennedy, of New Orleans, in the very first rank of whist adepts; and R. F. Foster, in his "Whist Strategy," speaks of Rufus Allen, of Milwaukee, as "probably one of the strongest whist-players living, if we may judge by his record extending over many years."

It would be a most serious task to attempt, without an exhaustive competition, the classification of the leading players of the United States. There are so many really fine players that opinions must vary as to which are the very best. Bearing this in mind, yet anxious to throw some light on the subject, if possible, we invited a confidential expression of opinion from twenty-five experts in various parts of the country—those thoroughly conversant with the subject through personal knowledge and experience—and the result is given below. The question was: "Who, in your opinion, are the twenty foremost whist-players of this country?" Not more than twenty were named by each, and in no case was any one allowed to vote for himself. The result was as follows:

Group No. 1.—Receiving from ten to twenty-four votes.

	Votes.
1. Geo. L. Bunn, St. Paul, Minn.	24
2. John H. Briggs, Minneapolis, Minn.	22
3. Lander M. Bouvé, Boston, Mass.	20
4. Thos. A. Whelan, Baltimore, Md.	20
5. Milton C. Work, Philadelphia,	20
6. R. A. Ballard, Phildaelphia.	19
7. Gustavus Remak, Jr., Philadelphia.	19
8. W. G. Bronson, Stillwater, Minn.	17
9. Frank P. Mogridge, Philadelphia.	17
10. C. A. Henriques, New York	16
11. W. J. Walker, Chicago	16
12. W. R. P. Duvall, Baltimore, Md.	15
13. C. D. P. Hamilton, Easton, Pa.	15
14. John T. Mitchell, Chicago	15
15. David Muhlfelder, Albany, N. Y.	15
16. A. R. Taylor, Brooklyn, N. Y.	15
17. G. W. Keehn, Chicago.	12
18. J. B. Elwell, Brooklyn, N. Y.	11
19. C. F. Snow, Albany, N. Y.	11
20. Joseph S. Neff, Philadelphia	10
21. Jules P. Wooten, Washington, D. C.	10

Group No. 2.—Receiving nine votes or less.

Allen, Rufus, Milwaukee, Wis.
Ames, Fisher, Newton, Mass.
Aymar, H. F., Newark, N. J.
Baker, R. T., Brooklyn, N. Y.
Baldwin, John H., Chicago.
Becker, Charton L., Boston, Mass. (9)
Bigelow, I. H., Boston, Mass.
Briggs, O. H., Minneapolis, Minn.

Bristol, W. T. G., Chicago.
Clay, Charles M., Roxbury, Mass.
Curtis, C. L., Toledo, O.
Fenollosa, William S., Salem, Mass.
Foster, R. F., New York.
Gleason, John B., New York.
George, J. A., Providence, R. I.
Gordon, Charles, St. Paul, Minn.
Hart, E. Stanley, Philadelphia.
Hawkins, W. E., New York.
Hill, Chester W., Philadelphia.
Howell, E. C., Boston, Mass.
Hudson, William, Buffalo, N. Y.
Keiley, Charles R., New York.
Low, H. N., Washington, D. C.
Manson, Thomas, New York.
McCay, A. Harvey, Baltimore, Md.
McKay, Theodore, New York.
Montgomery, E. A., Minneapolis, Minn.
Morse, George W., Boston, Mass.
Paine, Cassius M., Milwaukee, Wis.
Parry, N. H., Chicago.
Parsons, R. L., Chicago.
Richter, Otto, Tacoma, Washington.
Rogers, G. T., Plainfield, N. J.
Rogers, R. M., Chicago.
Smith, Beverley W., Baltimore, Md. (9)
Smith, E. LeRoy, Albany, N. Y.
Smith, Wilbur F., Baltimore, Md.
Steele, J. N., Baltimore, Md.
Stevens, Harry S., Chicago.
Street, W. J., New York.
Talmadge, Henry P., New York.
Tormey, P. J., San Francisco.
Townsend, Samuel, Plainfield, N. J.
Trainor, William, Chicago.
Trist, N. B., New Orleans.
Walls, George, Washington, D. C.
Ward, H. H., Boston, Mass.
Watson, W. H., Philadelphia.
Weems, R. H., Brooklyn, N. Y.
Wood, J. H., Chicago.

Fancy Whist.—Whist introducing strange or unauthorized plays.

Father of the Game.—A name bestowed upon Edmond Hoyle, the author of the first published treatise on whist. (See, "Hoyle.")

In 1742 whist was adopted by Edmond Hoyle, who is to this day called the father of the game—"*Cavendish*" [*L. A.*], *in* "*The Whist Table.*"

Faults. — Whist-players have their faults—even the best of them have their failings. Let us, therefore, be charitable to one another, slow to anger, and constantly on the alert to correct ourselves before we attempt the correction of others.

The worst two faults that can be committed at whist are: (1) To force your partner after he has led trumps. (2) To play a card of which neither of your adversaries have one, so as to enable the weak hand to trump and the strong to get a discard.—*Westminster Papers* [*L+O.*].

I have frequently sat opposite a partner who, at the end of a hand in which he has lost two or three tricks, would himself commence the conversation by such remarks as these: "Now, partner, you must not find fault with me; if you find fault it makes me play far worse than I otherwise should play. I do my best, and that is all I can do, so it's no use scolding me." Now, if you found fault with a man's stature, or the shape of his nose, or the color of his eyes, or anything else belonging to him which he could not alter, the above remarks might possess some reason. When, however, any individual asserts that he not only does not wish to know by what means he loses tricks, nor does he want to know how he might play a better game than he does play, and that supplying him with this information actually makes him play worse, it exhibits a peculiarity of mind which, in any business habits of life, would almost qualify a man for a lunatic asylum.—*A. W. Drayson* [*L+A+*].

"Favorite Whist."—One of the many variations introduced into the game of whist. It is ordinary whist, with or without honors, its distinguishing characteristic being the additional value which is given to the first trump suit every time it is turned up again during the rubber. This suit is called the favorite, and tricks and honors in it count double after the first time it is played. The game has several variations.

Favorite whist simply changes the value of tricks in scoring, according to the trump suit.—*R. F. Foster* [*S. O.*].

Fenollosa, William S.—A successful teacher of whist and whist expert. He was born in Salem, Mass., December 3, 1854; was graduated from Harvard College in 1875; followed music as a profession for some years, appearing in public occasionally as a pianist of fine ability. About the year 1889,

whist-teaching supplanted music with him, however, and since that time he has devoted all his time to giving instructions in the game.

Mr. Fenollosa was very fond of card games as a child, but did not like whist, against which he had formed a prejudice. He disliked the sound of "second hand low" and "third hand high," and fancied it a sort of old fogy's game. An aunt of his persisted in saying, however, that it was just the kind of game that he would enjoy most, if he would only give it a trial. When he was seventeen years of age she presented him with a copy of Pole, and upon reading it his interest was at once aroused. He practically learned the book by heart before playing a single game. From that time on he was a self-taught player, thinking things out for himself, and, in addition, studying all new works on whist as they appeared. He informs us, in a letter, that "Cavendish's" has ever seemed to him the standard work on whist. "I am," he continues, "a firm believer in the long-suit system, but with a touch of bold trump-leading added to it. I think most players are too conservative on this point. I always lead trumps from four with three of each plain suit. Moreover, I believe it to be better to lead from four trumps than from a four-card plain suit of indifferent strength; *e. g.*, from ace, jack, and two small (trumps); ten, three small; king, two small; king, one small, I lead a small trump. I should almost never open a hand with a four-card plain suit, all below the ten; but I also very seldom open with a short plain suit. I prefer the short-trump opening, or the four-card trump. I almost invariably lead trumps from five; am rarely deterred by an honor cut. From eight, seven, six (trump); nine, three small; king, two small; ace, two small, I lead the eight of trumps. From queen, one small (trump); king, three small; four small; queen, two small, I lead queen of trumps. I believe strongly in American leads, unblocking, and the four-trump signal. I am inclined to the four-trump echo, or, perhaps, some combination of the four and three. I suspect that the Boston echo for exactly three trumps is a trick-loser, but am in some doubt. As a member of the American team, I have had much practice with this echo, and am inclined to think it helps the clever adversary even more than the partner"—an opinion which accords with what "Cavendish" says in the article on "Fads" (*q. v.*).

"I am," continues Mr. Fenollosa, "a firm believer in the lead of queen from queen, jack, ten, and others, *and not the ten.*" His arguments on this subject were published in *Whist* for March and May, 1896, and are quoted from in our article on "American Leads, Changes in" (*q. v.*).

Mr. Fenollosa played on the team from the American Club, of Boston, which defeated the Hamiltons in December, 1896, at Philadelphia, in one of the very few matches which the latter lost in the contest for the Challenge Trophy. He also played on the teams which represented Boston at the fourth and sixth congresses of the American Whist League. He has taught whist professionally for eight years past, mostly in Boston, Salem, Nahant, and Mt. Deseret Island. Besides numerous contributions in *Whist*, he has also written articles for the London *Field*.

"Field, The."—A London weekly journal, devoted to sports and pastimes. It was established

about forty-five years ago, and is celebrated among whist-players by reason of its card department, which was begun by "Cavendish," December 6, 1862, and has been in his charge ever since. At first there was no idea of making it a regular department. The publication of his "Principles of Whist" had drawn public attention to the author, and he was invited to write some articles on the game. He was paid the same as any other contributor, at so much per column. A number of letters were received which he answered, and eventually he was paid a regular salary, and became, in fact, the editor of a card department. It was at first headed "Whist," but other games being mentioned and commented upon, the title was changed to "Cards." The permanent engagement of "Cavendish" was brought about without any formal agreement, nor has there ever been any. He informs us that it has worked well, as he has never had an unpleasant word with the *Field* people all these years.

The character of the *Field* is of the highest grade. "Cavendish" says: "We do not like to hear it called a *sporting* paper, but a *sportsman's* paper. I don't know whether you draw the same distinction in America. Everything that your sisters, or your (female) cousins, or your aunts, cannot read, is carefully kept out. One of the sub-editors amused me the other day. Turning over some proof, he said, 'Jones, this is not a newspaper.' 'Oh,' I answered, 'then what is it?' He replied, 'It is an *institution*.'"

The *Field* is the only paper in England which has a regular department devoted to whist and other card games, and it is the acknowledged authority.

Fielding and Whist.—The earliest references to whist which occur in standard literature are those contained in Fielding's celebrated novel of "Tom Jones," which was published seven years after Hoyle's treatise. Four of the characters — *Lady Bellaston*, *Lord Fellamar*, *Tom Edwards*, and the lovable *Sophia* herself — are "engaged at whist and in the last game of their rubber," when, at the instigation of *Lady Bellaston*, *Tom* rattles off the fiction of the death of *Tom Jones* in a duel. Amid the agitation produced by this piece of alleged news, poor *Sophia* resumes the deal, which she had momentarily interrupted, "and having dealt three cards to one, seven to another, and ten to a third," now drops the rest of the pack on the table, and falls back in a swoon.

The other reference to whist occurs when *Nightingale* explains to *Tom Jones* the reason for dismissing his man-servant. He justifies his conduct by the heinousness of the offense which the footman had committed. It was not the first of his faults, for many of his "provoking" acts had been overlooked by his master; but the last offense, *Nightingale* pleaded, was inexcusable. He had come home to his lodgings in Bond street that night several hours before his usual time — an act which is always imprudent on the part of a lodger — and had found "four gentlemen of the cloth" comfortably seated by his fireside, in all the pleasures of a game of whist. This piece of indiscretion he would have passed by in silence, or, at the best, with a word of warning that it must not be repeated. There was worse to come, and that constituted the gravamen of the offense. "My Hoyle, sir," he cries aloud in his

my best Hoyle, which
ı guinea, lying open on
with a quantity of porter
›ne of the most material
the whole book!" Even
oking as it was, might
overlooked, but the ser-
vered with the pertness
ıss, that "several of his
ıces had bought the same
ıng," and that his master
p that much in his wages,
leased!" This, and the
t proceedings, rendered
ng a matter of necessity.
ıle lost his servant and
in the possession of a
Hoyle.

ɛst Lead.—The second
the American leads pro-
when a player opens a
t with a high card, and
s a low card, he should
riginal fourth best, ignor-
: count any card marked
ıd. "Cavendish" subse-
lopted the rule of leading,
round, the fourth best
in the hand, or in
ds, the fifth best origi-

rist, while adhering to the
originally promulgated,
exception in the case of
the queen, which is com-
›on in Hamilton's "Modi-
ific Whist" (1896). When
is led and wins, Mr. Trist
o next lead the fourth
ting from and including
rst led. As, from king,
eight, seven, lead queen,
queen winning) then
reby showing two cards
ediate rank between the
l the seven-spot. The
d is, in effect, a fifth-best

›n says: "There are ad-
n favor of this mode of
opening this combination as compared with queen, then *original* fourth best. It will be found upon analysis that the lead of the original fifth best, after queen winning, will often yield information that the lead of the fourth best will withhold, and no disadvantages attend the play." The same author is, however, opposed to the lead of the fifth best as a second lead after the original lead of an ace. He says, in *Whist* for March, 1895: "It appears clear that the balance of advantage is overwhelmingly in favor of the lead of the original fourth best, after ace, as against the second lead of the original fifth best, or any lower card."

"Fifth Honor, The."—In England the ten of trumps is frequently spoken of as "the fifth honor," from the fact that it is the card next in rank to the true honors—ace, king, queen, and jack. "A century ago," says Courtney, "it was dubbed 'the Welsh honor,' an expression which may be taken, according to the desire of the reader, as a compliment or an insult to that 'gallant little' principality."

Finesse.—An artifice or stratagem in whist which adds greatly to the interest and scientific value of the game. To finesse is to try to take a trick with a card which is not the best that you could have played. As, for instance, holding ace, queen, and others, you play the queen upon the lead of a low card, in the hope that the king lies to your right. If you are correct in your inference, you have gained a trick. Finesses are made second, third, or fourth hand, and upon cards led by opponents as well as those led by partner. Finesse deeply in your own or opponents'

suits, at the same time taking care, if possible, to leave your hand in good condition, in case the finesse should fail. As a rule, do not finesse in your partner's suit; you do not wish to save the high cards in it, but rather to get rid of them, so as not to block his game. Finesses in your own and partner's weak suit is advisable when trump strength is against you, and you have poor prospects of winning. It is also advisable to finesse more deeply in trumps than in plain suits. The finesse has been used as a formidable weapon by good players since the days of Hoyle. Deschapelles devoted much attention to it in his play, and describes several different kinds of finesses in his treatise on the game.

Failure to finesse at the right time is a more common error than injudicious finessing.—*R. F. Foster* [*S. O.*], "*Whist Tactics*."

The law of finesse, the strength and beauty of whist, has never changed, will never change.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

Finesses are generally right in trumps, or, if strong in trumps, in other suits; otherwise they are not to be risked but with caution.—*Thomas Matheus* [*L. O.*], "*Advice to the Young Whist-Player*," *1864*.

With ordinary hands, finesse may be deep at their commencement, should contract as they go on, until the last four or five cards there is scarcely any opportunity left for finesse, properly so called. —*James Clay* [*L. O.*].

The player must be taking a chance when he finesses. If the location of the card is known either from being turned or marked by the development, it requires no artifice or stratagem to play the lower card.—*Whist* [*L. A.*], *December, 1845*.

You are said to finesse *against* the intermediate card, and sometimes also against the person who holds it, but as, by the nature of the case it should be unknown where the card lies, the latter meaning is apt to create confusion. The *person* against whom you act is more correctly the fourth player.—*William Pole* [*L. A.*], "*Theory of Whist*."

The best players do not advocate very great finessing by a third-hand player in his partner's suit. When the original lead is a conventional one, practically the only finesse justifiable in a plain suit on a small card led is the queen, with ace, queen. Any face card led, however, is finessed with any other face card in hand. —*Milton C. Work* [*L. A. H.*], "*Whist of To-day*."

The word is sometimes applied to cases where it is *certain* the inferior card will answer the purpose intended; as, for example, where the left hand has already shown weakness. But this is clearly a misuse of the term, for unless there is a risk of the card being beaten it is only ordinary play, and can involve no finessing, properly so called.—*William Pole* [*L. A.*], "*Theory of Whist*."

This term is applicable to any form of strategy, underplay, or artifice. * * * Many players imagine that finesse is an artifice to be practiced only by third hand, it belongs, however, to every seat at the table. Fourth hand may refuse to take a trick; leader and second hand may underplay. You cannot lay down specific rules governing finesse. Rob whist of finesse and you take from the game its greatest charm.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

The finesse obligatory most commonly occurs on the second round of a suit led originally by the player who, on the second round, is the third hand. In this situation, with the best card marked in the fourth hand, and the second and fourth-best cards in the third hand, or the fourth best led and the second best in the third hand, the finesse should be made, as if the third best is also in the fourth hand, no harm is done; if it is in the second hand, a gain is made.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day*."

If, when a suit is played, each party were to hasten to force it with their best card, the most skillful player would be he who is best furnished with that suit, the strongest card would, in all cases, determine the fortune of the players, all science and skill would entirely disappear from the game, and the empire of brute force, operating in all cases with the same power, would be firmly established. *Ennui* would soon give rise to new innovations, the useless trouble of dealing the cards would be discontinued, and thus that beautiful problem, whist, would be degraded into the common and ignoble game of *rouge on noir*. All this is, however, prevented by the finesse. The principle of this practice, which forms an essential part in all the various combinations we are here investigating, and which is based upon acute discernment and a well-calculated doctrine of chance, is diametrically opposed to *mere* chance. It deprives the latter, one by one, of the

ages it possesses, and eventually
:tes the triumph of mind over
.—*Deschapelles* [*O.*].

common-sense finesse is when you
iscovered that the highest card but
a suit has been played third in
by your left-hand adversary, and
ld the best and third-best card in
t. The finesse speculative is this:
ld the best and the third-best card
it—say ace and queen; your part-
ds this suit, and third in hand you
your queen. * * The principles
finesse are that you play against
n chance that the king of the suit
ur right, and that your partner,
ading the suit, will probably him-
ld knave or king. The arbitrary
is the following: You hold queen,
nd three of spades; you lead the
partner wins with the king, and re-
ou a small spade. You know that
is now to your left, but you do not
where the knave is. It may be to
ht: your queen if played will be
by the ace. If both ace and knave
he left, both will win. If, however,
ave be to your right, your ten will
he ace, and your queen remain the
rd. Consequently, you are bound to
he ten.—*A. W. Drayson* [*L+A+*],
rt of Practical Whist."

nessing Against Yourself.—
of the most common errors
beginners make is to cover a
ed with queen, second hand,
holding ace, queen, and
. The proper play is the
The play of the queen, under
circumstances, is what is ex-
vely termed finessing against
elf.

t finesse against yourself. If you
d from ace, knave, etc., and your
r has made the queen, the king is
ly not on your right. If, on the
and, you have led from king, and
artner again has made the queen,
e no use to put on the king; the
st be over you.—"*Pembridge*" [*L+*

essing by the Eleven Rule.
s is explained by R. F. Foster,
riginator of the eleven rule
), as follows: "It is based on
inciple that you have a right
sse against *one* card on the
round of a suit, whether you have strength in trumps or not, just as with ace, queen [with or without small cards], on your partner's lead. You should have pretty strong trumps to justify a finesse in the *second* round of a suit, as it is unlikely that it will go round a third time. Suppose you hold king, ten, three. Your partner leads eight; four second. You deduct eight from eleven and find that there is only one card out against your partner, but you know neither the card nor where it is. Pass the eight led. Remembering that your partner cannot have ace, queen, jack, you can demonstrate that out of six possible positions in which all the cards above an eight can be placed, there are only two in which your finesse will fail. In other words, it is two to one that the trick is won by the eight led. * * * One of the chief advantages of this mode of finessing is that the original leader, if he knows that his partner uses it, can often assume that his suit is established, although it has been led only once."

First Hand.—The player to the left of the dealer; the eldest hand; the player who makes the opening lead.

"Five of Clubs."—A pseudonym under which Professor Richard A. Proctor wrote many articles, and several books, on whist. (See, "Proctor, R. A.")

Five-Point Whist.—Short whist without counting honors; much played in this country before the American seven-point game came into vogue.

Five-Spot.—A low card, the tenth in rank in the pack. It is led only as a fourth best in the American

leads, and a penultimate or antepenultimate in the old leads. It is one of the desirable cards with which to start a trump signal. In the Howell (short-suit) system the lead of the five, four, three, or two indicates the long-suit game, with trump strength and probably a good suit, and commands partner to lead trumps.

Folkestone, Lord.—One of the first players in England to take up and make a systematic study of the game of whist. He was originally Sir Jacob de Bouverie, and, after serving in Parliament, was elevated to the peerage June 29, 1747, by the titles of Lord Longford, Baron of Longford, and Viscount Folkestone. He died in 1761.

Lord Folkestone should ever be held in high esteem by whist-players for his services in taking up and developing the game, which at that time was just emerging from obscurity and from its very humble surroundings. He formed one of a select circle at the Crown Coffee-House (*q. v.*), in Bedford Row, London, and here is where scientific whist had its first beginning in 1728; for these gentlemen, under his leadership, devised a code of regulations and otherwise greatly improved the game. The deuces were restored to the pack, and the whole fifty-two cards brought into play. The odd trick became a permanent feature of the game, and ten points instead of nine were made the rule. The original lead from the strongest suit was recommended, and partner's hand was also to some extent considered. Thus the game was made ready for Hoyle to take it up and bring it into great popularity. And, by the way, Folkestone is held by some authorities to have been an altogether different player from Hoyle. George W. Pettes quotes Dr. Dakin as saying of him: "He was a startling contrast to Cotton and Curll, and Seymour and Irnay, and, I may add, to Hoyle, who was one of the gamesters; for not one of these cared for the quality of a game, but only for the money that *any* game caused to leap from the pockets of the unwary." Whatever we may think of this severe arraignment of Hoyle, it is certain that Lord Folkestone was a credit and honor to whist, and sincerely devoted to its improvement.

The portrait published in this volume is from a photograph of a painting by Hudson, kindly furnished by the Countess of Radnor, of Longford Castle, Salisbury, England. In a letter she calls attention to the fact that her illustrious kinsman was also a great patron of art, having been the first president of the Royal Society for the Encouragement of Arts and Sciences.

It was about this time (1728) that the first Lord Folkestone and his party used to play whist *scientâ causâ* at the Crown Coffee House, in Bedford Row. This is the first mention we have of whist being played scientifically.—"*Cavendish*" [*L. A.*]: "*The Whist Table.*"

It seems a pity that the good example set by Folkestone did not become a perpetuity. I cannot find that money was at any time used as an incentive to the play. At any rate, as there were plenty of short games for the gamesters, this noble one should not have been debased.—*Delaroche*

It happened that a party of gentlemen who frequented the Crown Coffee-House, in Bedford Row, and of whom the first Lord Folkestone was one, had become acquainted with the game, and in defiance of its bad reputation, tried it at their meetings. They soon found out it had merits. They studied it carefully, and arrived, for the first time, at some principles of play.—*William Pole* [*L. A.*], "*The Evolution of Whist.*"

Follow.—The play of second, third, or fourth hand constitutes the follow, the play of the first hand being the lead. An expres-

frequently used by G. W.
in his "American Whist."

low Suit.—To play a card of
me suit as the one led. Failure
so when you have the suit
tutes a revoke.

ce.—To force is to lead a card
an opponent must trump in
to take it, or to play a losing
urposely for partner to trump.
bject is to extract trumps and
y weaken the adversary, or
able your partner to make
with trumps which would
wise be lost. The rule is to
the opponent who is shown to
ong in trumps, but not his
r, who must not be allowed
e tricks with his trumps, if
le. You force the adversary
you are weak in trumps and
strong. You force partner
you are strong in trumps and
weak. But there are cases
you must force partner, even
h you are weak yourself; for
ce, if he has shown a desire
forced; when you can estab-
cross-ruff thereby; when over-
ing strength in trumps has
shown by the adversaries, or
you need but a single trick
the game.

re is another somewhat allied
of forcing which does not
e the use of trumps. It con-
of leading a strengthening
your partner, by means of
you force out a high card
may be held by the adversa-
nd help establish his suit.

ate about trumping an intentional
om your partner, if you are long
ips and hold a good and well es-
d plain suit.—*A. J. McIntosh* [*L.*
Modern Whist," *1888*.

ys force the strong, seldom the
iever the two; otherwise you play
versaries' game, and give the one
ortunity to make his small trumps
while the other throws away his losing cards.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player*."

At best, the forcing game is a poor one. It is a cheap way of making tricks. There are comparatively few hands where the best play—the play which will make the most tricks—renders it necessary to deliberately force your partner.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

With a weak hand, seek every opportunity of forcing your adversary. It is a common and fatal mistake to abandon your strong suit because you see that your adversary will trump it. Above all, if he refuses to trump, make him, if you can; and remember that when you are not strong enough to lead a trump, you are weak enough to force your adversary. —*James Clay* [*L. O+*].

It does not mean *never* force your partner if weak in trumps yourself; but it means if you see a good chance of making more tricks by not forcing your partner than you could make by forcing him, then refrain from the force; but you should always remember that it does not follow that your partner must take a force, even though you offer it him.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist*."

It is usually very difficult to convince the beginner that the weaker he is himself, the more reason he has for forcing the adversaries to trump his good cards. He is constantly falling into the error of changing from a good suit, which the adversaries cannot stop without trumping, to a weak suit, which allows them to get into the lead without any waste of trump strength.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*."

When the player forced holds only four trumps, he trumps with his fourth best. If he then leads a low trump, he goes on with his lowest remaining card. * * * When the player forced holds five trumps, he takes the force with his fourth-best card. If he next leads a low trump, he continues with his lowest. * * * The rule of taking the force with the fourth best, holding five trumps, is subject to a rather large exception. When the fourth-best trump is of such value that taking the force with it may imperil a trick later on, it must be reserved. For instance, with such cards as king, knave, nine, seven, three, a careful player would rightly trump with the three and lead the seven. For the time, partner is not informed as to the number of trumps held. * * * With more than five trumps, the fourth best would frequently be too high to trump with for the mere sake of showing number. * * * The simplest way of treating six-card suits is to trump with the penultimate, and then to lead the

fourth best. When the small trump comes down later, the original possession of six is shown.

When, after a force, the player holds such high trumps that he has to open the suit with a high card, he leads according to the number of trumps he now holds, not according to the number he held originally.

The foregoing instructions assume that the trump lead is of the leader's own motion. If, for instance, his partner had called for trumps, he would follow the ordinary book rule, viz., with three trumps, trump with lowest and lead highest; with four trumps, echo with penultimate and lead from highest downwards, with five trumps, echo with penultimate and lead lowest except with ace, that card being led irrespective of number after a call —"*Cavendish*" [*L. A.*]. "*Whist Developments*," *1891*.

Forced Discard.—A discard from your best protected suit because the adversaries have shown great strength in trumps.

Forced Lead.—A lead which is undesirable, but which is forced upon the player as the lesser evil, owing to the condition of his hand. Forced leads are original leads made from suits of three or less, because you have nothing better. Your only long suit may consist of four cards all below the nine, or of four small trumps. In such case it is better to lead from a short suit, in the hope that it may strengthen partner's hand.

Players who play what is called the short-suit game, do not regard a lead from three cards or less as forced, but give it the preference, unless they have overwhelming reasons for trying to establish and bring in a long suit. (See, "Long-Suit Game," and "Short-Suit Game.")

The original lead from a suit of three or less is regarded by long-suit players as forced.—*Col. W. Starnes* [*S. O.*].

If you can place all the cards from the one led to the ten inclusive, the lead is forced. If you can place all the cards from the one led to the nine inclusive, and can also locate the ace, the lead is forced. If you can place all the cards but one, from the one led to the ten inclusive, and can also locate the queen and jack, the lead is forced.—*Dr. Bond Shaw* [*L. A.*].

You are sometimes forced to open a numerically weak suit; that is, a suit of less than four cards. * * You may get in the lead after a round or two, and the character of your hand may force you to open a three-card suit. When you are forced to do this, and your three cards are in sequence, open with the highest, no matter what the cards are.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

It will sometimes happen that the only four-card suit in the leader's hand will be trumps, which it is not desirable to lead. In such cases, if there is no high-card combination in any of the short suits, it is usual to lead the highest card, unless it is an ace or king. Many good players will not lead the queen from a three-card suit, unless it is accompanied by the jack. All such leads are called forced, and are intended to assist the partner, by playing cards which may strengthen him, although of no use to the leader.—*R. F. Foster* [*S. O.*], "*Complete Hoyle*," *1897*.

When your only long suit is very weak, you may resort to a three-card-suit lead. The highest is usually lead from three, except as shown below:

FROM	LEAD	THEN
A K Q.	K	Q
A K J.	K	A
A K and 1 low,	K	A
A Q J.	A	Q
A Q and 1 low,	lowest	
A and 2 low,	"	
K Q J.	K	Q
K Q and 1 low,	K	Q
K J 10	10	K
K and 2 low,	lowest	
Q J 10,	Q	J
Q and 2 low,	lowest	

From any other three cards, lead the highest. If you know the suit is your partner's, by his discard of it on opponents' lead of trumps, or their lead of other suits, lead the highest of any three.—*Fisher Ames* [*L. A.*].

Forming the Table.—Getting the requisite number of players together at a table to play whist, especially in regular clubs; if more than the required number be present, the selection of four players in a manner fair to all concerned.

If there are more than four candidates, the players are selected by cutting, those

room having the preference.
10 cut the lowest cards play
ain cut to decide on partners;
west play against the two
lowest is the dealer, who has
ards and seats, and having
iis selection must abide by it.
re are more than six candi-
who cut the two next lowest
g to the table, which is com-
ix players; on the retirement
ese six players the candidate
next lowest card has a prior
y after-comer to enter the
s of *Whist* (*English Code*),
nd 17.

t in the room have the prefer-
r reason of two or more arriv-
same time, more than four
ie preference among the last
termined by cutting, a lower
he preference over all cutting
complete table consists of six;
aving the preference play.
e determined by cutting; the
play against the lowest two;
deals, and has the choice of
rds.
ayers cut intermediate cards
ue, they cut again; the lower
cut plays with the original

players cut cards of equal
cut again. If the fourth has
est card, the lowest two of the
e partners, and the lowest
ie fourth has cut the lowest
ds, and the highest two of the
partners.
l of a game, if there are more
belonging to the table, a suffi-
er of the players retire to
awaiting their turn to play.
ing which players remain in,
ave played a less number of
games have the preference
have played a greater num-
een two or more who have
qual number, the preference
ed by cutting, a lower cut giv-
erence over all cutting higher.
one to enter a table, he must
intention to do so before any
layers has cut for the purpose
cing a new game or of cutting
of Whist (*American Code*),

R. F.—A noted whist au-
her, and expert player;
opponent in this country
ndish" and the American
aggressive advocate of the
and the so-called short-
. He was born in Edinburgh, Scotland, May 31, 1853, and came to America in 1872. He was educated for the profession of architect and civil engineer (like Dr. Pole, another leading whist authority), but in 1888 began to devote all his time to the teaching of whist, in response to the many demands for his services. In 1889 his "Whist Manual" was published, following closely upon his invention of the "self-playing whist cards" (*q. v.*). In the "Manual" he tells us his object was simply to arrange the matter common to all books on whist in such a manner as to render it easy for the student. "The recognized authorities were pretty closely followed, and little or no discussion was entered into as to the merits of their various teachings." On the other hand, however, systematic exercises with the cards were given for the first time; the play of the second hand was simplified, and his discovery of the "eleven rule" (*q. v.*) announced. A second series of self-playing cards and a "Pocket Guide to Modern Whist" followed, and in 1894 "Duplicate Whist and Whist Strategy" was published. In the latter the author made a wide departure from the course pursued by him in the "Manual." He announced his rejection of "the invariability of the lead from the longest suit, whatever the score; the reckless giving of information, whatever the hand; the useless and confusing system of leads, erroneously called American; the assumption that the discard is always directive; the total disregard of finesse and tenace; and the refusal to acknowledge the merits of the short-suit game."

In 1895 Mr. Foster published a highly original work, entitled "Whist Tactics," in which he embodied the results of a notable whist match by correspondence (*q. v.*)

which had been previously instituted by him. The 112 hands played in that contest were taken by him and analyzed, with a view "to ascertaining, not what should be done, so much as what is done by the best players, under the most favorable conditions." The results were both interesting and instructive. In his latest work, "Foster's Complete Hoyle" (1897), which will probably remain his *chef-d'œuvre*, Mr. Foster has given a brief statement of the methods adopted by all the various schools of modern whist-players, and has added to the description of the standard game that of some twenty varieties of whist, such as "bridge," "boston," "cayenne," and "solo whist." In the series of sixteen books which he began preparing for Brentano's Pocket Library in 1897, there is no work on whist, but all the other important card and table games are dealt with.

Mr. Foster resides in New York, and is the whist editor of the New York *Sun*. As such his influence is widely felt in the whist world, perhaps even more so than through his books. He is also a frequent contributor to other publications, his recent series of articles (1896–'97) in the *Monthly Illustrator*, and his weekly articles in the Rochester (N. Y.) *Post-Express*, containing much valuable and interesting matter, although tinctured with his likes and dislikes, which are very strong. His position on whist in general is thus defined for us by one who speaks for him with authority: "Mr. Foster is opposed to all arbitrary conventions, which merely complicate an already very difficult game. Years of patient study and analysis have failed to show the slightest advantage in American leads, or any of the modern conventions. That good winning whist can be played without any such adventitious aids was proved by the Manhattan team, who never lost a match, although they played all comers during the winter of 1895–'96. Foster was captain of this team, and played in every game. They led supporting cards from short suits when they had hands of only moderate strength, finessed freely, and paid great attention to tenace positions. In the New York *Sun* of February 23, 1896, it was shown that in all the championship matches played in this country, the player who opened long suits only took four tricks in them, to five won by their adversaries, without trumping. Foster claims that the only faculty used by modern players is attention; the reasoning powers are never called into play." He prefers to call his own style of play the "Common-Sense Game" (*q. v.*).

Mr. R. F. Foster is a native of Edinburgh, but he settled in and learnt his play at New York. When the firm of Mudie & Sons, of 15 Coventry street, passed through the press, in 1890, his "Whist Manual," there appeared on the title-page the notification that it was written "by R. F. Foster, New York."—*W. P. Courtney* (*L+O.*), "*English Whist.*"

Mr Foster's fame chiefly rests on his invention of the eleven rule, and his opposition to American leads and long suits. Neither ridicule nor abuse has been able to move him from his position, and, as pointed out by Bond Stow, the well-known analyst, his arguments remain unanswered to-day. Both in theory and practice, his philosophy of whist has proved to be the best.—*Rochester* (*N. Y.*) *Post-Express*, *October 10, 1896.*

Fourchette.—Two cards of a suit, one of which is next higher and one next lower in value to the card led; as, jack and nine are a fourchette when the ten is led.

The fourchette is one of the most common defenses of the second hand. It consists in playing the higher card when holding the one immediately

above and below the one led. Its most frequent use is in covering strengthening cards.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Four Signal.—A signal by which the player shows the possession of four trumps, but does not ask to have them led, his hand not being strong enough to warrant this. It is made in a plain suit led originally by the adversary, and is played with three small cards in the following order: The second best first; the highest (not above an eight), next, and the lowest last. It may also be made on partner's lead in any suit except his long suit, in which it is the duty of the third hand to unblock. It may be turned into a trump signal on the second round, should it be deemed wise by that time to ask to have trumps led. The four signal is objected to by many because it conflicts to a certain extent with the plain-suit echo. "Cavendish" does not approve of it, terming it a fad, and Foster also is on record against it.

The four signal seems to have had several independent births, being one of those cases where the same idea has suggested itself to several minds. Milton C. Work, in his "Whist of To-day" (1896), says: "The four signal is a device first suggested by the writer in 1880, and since that time used in every match in which he has played." But R. A. Gurley, of Denver, Col., gives a circumstantial account, in Boutcher's "Whist Sketches" (1892), of his first suggesting the play in 1876. Mr. Gurley says:

"The four-trump signal and its history, in so far as I am concerned, is in brief: During 1876 there was considerable rivalry manifested among a few of us players in this city [Denver]. Particularly was this true of E. P. Jacobson and self, on one side, and my brother (C. D. Gurley) and John L. Jerome, on the other. We had played a sort of neck-and-neck race for over two years, neither deriving much vantage ground. We were playing the seven-point game. On the evening of the Hayes-Tilden election, in November, 1876, Jacobson and myself were to meet my brother and Jerome at Jerome's house, to have a sitting. On the way up I asked Jacobson if it did not often happen that he held four trumps, and would greatly desire to play out a trump if he could feel certain that his partner had four, or would be able to echo if only three strong ones—ace, king, and small, or king, queen, jack. He answered that was often the case, and cited many instances where the odd trick was lost by adversaries trumping in on our long and strong suit; whereas, if he knew I held four trumps, he would lead them earlier. I then asked him how it would do to make the four-trump signal in the following manner, viz.: To play, in plain suits led by others, or partner first, next to the lowest, then next higher, and afterwards the lowest. We agreed on this method. In 1883, being a guest at the old Buffalo (N. Y.) Club, I introduced it there, and I understand that some of their strongest players adopted it. It is possible that the signal was played in the East before we adopted it, but I had never heard of it, and in all my whist life, at other places, I never heard of it until Trist called my attention to an article in the London *Field*, in February, 1889, when I was in New Orleans."

Mr. Work, when his attention was called to Mr. Gurley's statement, did not question it in any way, but simply said it was a case where each undoubtedly had inde-

pendently arrived at the same conclusions. He had never heard of any employment of the signal before he suggested and introduced it in the play of the Hamilton team. *Whist* of September, 1892, stated that the Hamilton team were at that time making use of the four signal, "which they claim to have invented."

The four signal is sometimes used in the trump suit as a sub-echo, to show three trumps exactly. — *R. F. Foster* [*S. O.*].

It is not often that it is completed in time to be of use, but is frequently turned to good account by changing it into a call on the second round. Some players are very confident that it is a powerful aid to strategy, while others reject it as useless. I do not approve of it, because it conflicts with the much more useful plain-suit echo, and because it often misleads your partner to believe you can ruff. * * * Probably the four signal will always be part of the game, and every player should know it when he sees it.—*R. F. Foster* [*S. O.*], "*Whist Strategy*," *1894*.

The four signal is a device first suggested by the writer in 1880, and since that time used in every match in which he has played. He has found it to be a decided trick-winner, even against the strongest opponents. * * * One of the advantages of the play is that it can, on the second trick, be turned into either a signal or echo, as the exigencies of the case may demand—the former, should the situation change so as to render a trump lead advantageous; the latter, should the partner lead or call for trumps prior to that time.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day*."

Grave objections may be urged against the four signal. The concealment of a small card from partner during two rounds of a suit may cause him to misplace all the remaining cards of it, and may result in his playing the remainder of the hand on erroneous assumptions, until he is set right by the lead of a third round of his suit, or by some other means, such as a discard. The more observant and skilful the partner, the more likely is he to be misled by such play, or, at least, to be put to guessing by it. A more formidable objection, and one more readily comprehended, is probably to be found in the fact that when the four signal is developed, later in the game, it tells the adversaries just what it is to their advantage to know, viz., that the possessor of four trumps is not strong enough to lead them, unless he finds some assistance from his partner. The opponents, acting on this information, will shape their course accordingly, by endeavoring to force the four signaler, and then to draw his residual teeth, or to weaken him in other ways patent to whist-players. It cannot, however, be denied that the four-signal fad has the approval of a number of distinguished players. Therefore it must not be hastily disparaged; perhaps the Scotch verdict of not proven may meet the case as it at present stands.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897*.

Four-Spot.—A low card, the eleventh in rank in the pack. It is led only as a fourth best in the American leads, or as a penultimate or antepenultimate in the old leads. In the Howell (short-suit) system, the lead of five, four, three, or two indicates the long-suit game (which is occasionally played by short-suiters), with probably a good suit and certainly trump strength; it is a command to partner to lead trumps, if he gets in early.

Fourteen Rule, The.—P. J. Tormey, of San Francisco, has elaborated Foster's eleven rule into a formula which makes it much easier of explanation to beginners, because the reasoning is so apparent.

The ace being counted high in whist, makes the denominations of the cards run from two to fourteen. When a player leads fourth best he remains with three higher cards in his hand, and adding to the denomination and subtracting the sum from fourteen, gives the number of high cards originally held by the other players. For example: A player leads an eight; he holds three higher cards, which makes the sum eleven, and this taken from fourteen gives three, which is the number of high cards in the suit held by the other players.

rth-Best Lead.—The lead of
ırth-best card in a suit, count-
ɔm the highest held. This
an important factor in the
known as American leads
, and was almost simultane-
ıuggested by N. B. Trist and
:ndish," their letters crossing
ther on the ocean. Prior to
:ads somewhat akin to the
best had been introduced—
ɔenultimate" lead from five
avendish," and the "ante-
imate" from six by A. W.
ɔn. These were indicated
unted from the bottom of the
ıt the fourth best was an im-
nent, inasmuch as it pro-
a broad general rule, em-
g leads from all sizes of suits,
ɔur cards up, which did not
ı a high-card combination to
ɔm. The counting was done
he top instead of from the
ı, and always showed, not
umber, but the possession of
/ three cards higher than the
:d. The idea was nearly
ed upon in England as early
5, as will be seen from the
ng extract from the *West-
r Papers* of January, 1875,
:h occurs the first mention
ınting from the top: "We
ıe opinion, never published,
rsonal friend, that while you
to lead the lowest card in
its (*i. e.*, in suits of four),
ould lead the third from the
five-suits."
first maxim of the American
ays: "When you open a suit
low card, lead your fourth
The second maxim is to
ect: "On quitting the head of
ıit, lead your original fourth
Trist and "Cavendish"
ɔoth agreed upon this until
rhen "Cavendish's" doubts
ıroused by a communication
V. S. Fenollosa, published in
the *Field* of August 13. Mr. Fenollosa pointed out that the principal advantage obtained by the selection of a small card is that it enables partner to count number. He therefore proposed that on leading a high card, and then a low one of the same suit, the selection should be the fourth best of the small cards remaining in hand. The lead of the original fourth best, it was pointed out, gave the second hand an opportunity of a sure finesse, without any corresponding advantage to the leader or his partner; but the lead of the fourth best remaining in hand, except in very rare cases, did not give the second hand this advantage. "Cavendish," in *Whist* for September, 1892, says he thinks Mr. Fenollosa's proposed play "is sound in principle," although he has not yet had an opportunity of testing it in actual play, and he also wished to consult with Mr. Trist before giving it his adherence. This he subsequently did, but Mr. Trist preferred the lead as first formulated. (See, "American Leads, History of.")

The fourth best is led from all suits of four or more that do not contain one of the five high-card leads.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

The lead of the fourth best stands upon unoccupied ground, and pushes nothing else or better out of the way.—*R. F. Foster* [*S. O.*], *Whist, June, 1894.*

A good deal of valuable space is wasted on the question of leading fourth or fifth best after ace, when holding ace and four small. The common-sense game has settled that question long ago by leading the ace when a player is "running," and the small card, not the fourth best, when he is playing the invitation game.—*R. F. Foster* [*S. O.*], *New York Sun, July 11, 1897.*

When there is no high-card combination in the suit selected for the lead, it is usual to lead the penultimate of five, or the antepenultimate of six, now commonly known as the fourth best, counting from the top of the suit. This is of no advantage to the leader, but is considered by most good players as of great use to his partner, because it shows him just

how far from established his good suit is. —*R. F. Foster* [S. O.], "*Whist Tactics*," *1896*.

Then came the principle of the fourth best from Mr. Nicholas Browse Trist, of New Orleans. * * * Mr. Trist modestly disclaims having made any discovery here. He persists in handing over to me the credit, such as it may be, of starting the notion of leading any other than the lowest card when opening a strong suit with a low one. I persist in handing over to him the credit of *having erected into a principle* what was previously a rule of play.—"*Cavendish*" [*L. A.*], *Whist, January, 1891*.

The first edition of this book was published in 1874. Up to that date it had been the practice to lead the penultimate card from any suit consisting of five or more. * * * Having during many years adopted a different lead, I called attention, in the first edition of this book to the system I had practised, which was to lead the penultimate with five in a suit, the antepenultimate with six. I devoted four pages of the book to demonstrating the advantages of this lead which may be called the penultimate and antepenultimate, or the fourth-best card, according to taste.—*A. W. Drayson* [*L. A.*], "*The Art of Practical Whist*," *Appendix to the fourth edition*.

The eight, seven, six, five, four, three, two are led, as original leads, only as fourth-best cards and, as in the case of a high card being led, represent the best suit in hand. The leader has exactly three cards in the suit higher in rank than the card led, and an inference is that these three cards are not high cards in sequence. When a low card (plain suit) is led originally, the leader cannot hold of the suit [illegible] and king, king and queen, queen, knave, and ten, or king, knave, ten; the ace is also denied if the fall shows that the leader has any card of the suit lower than the card led, as with more than four the ace is usually led.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

Should the original fourth best, or fourth best of those remaining in the hand, be led after an original lead of an ace [illegible] four or more small ones [illegible] one who [illegible] *partner* [illegible] continues the suit, there is a division of opinion as to the best card with which to proceed. From a careful analysis, made by the present writer, it seems to be a case of six of one and half a dozen of the other or nearly so, with a very slight advantage, as it appears to him, to the lead of the fourth best remaining in the hand. The difference, however, if any, is so trifling [illegible] determination depends upon [illegible] factors, that no one can be [illegible] wrong in adopting either [illegible] "*Cavendish*" [*L. A.*], *Scribner's* [illegible] *zine, July, 1897*.

The question next arises, Wh[illegible] of the strong suit should be led [illegible] ly? The key to this problem is [illegible] by the remark that it conduces to [illegible] mate establishment of a suit to k[illegible] high or commanding cards of [illegible] hand that has numerical strength [illegible] From four cards, then, you [illegible] lowest, or *fourth best*. From [illegible] four cards you still lead your fou[illegible] as a card of protection and [illegible] * * * There are two exceptions [illegible] rule of originally leading the [illegible] of a strong suit [illegible] When you [illegible] ace, with four or more small [illegible] suits. In this case it is [illegible] begin with the ace, lest the suit sh[illegible] trumped on the second round [illegible] your suit contains certain com[illegible] of high cards it is advisable to lead [illegible] card, in order to make sure of pre[illegible] the adversary from winning t[illegible] trick with a very low card [illegible] [*L. A.*], "*Laws and Principles*" [illegible]

Fourth Hand.—The player [illegible] right of the leader; the last [illegible] play to a round or trick. [illegible] opening round of a hand, the[illegible] is the fourth hand, and is [illegible] nated as Z in published sch[illegible] of play, being partner w[illegible] against A B. In duplicate [illegible] he is designated as west.

The old general rule to g[illegible] player in this position is to ta[illegible] trick, if not already his par[illegible] and to take it as cheaply a[illegible] sible; but there are numero[illegible] ceptions to this in modern sc[illegible] play; as, for instance, whe[illegible] advisable to place the lead [illegible] to take it; to avoid blocking [illegible] ner's suit, or to retain a card [illegible] entry. The fourth hand also [illegible] many opportunities to play [illegible] cards, although these are to b[illegible] recated, except in desperate [illegible] ations; even then it takes an [illegible] to use them effectively.

Win the trick and endeavor, if p[illegible] to do so without playing a fals[illegible]

things that are difficult at first, find it becomes comparatively practice.—"*Pembridge*" [*L+O.*].

fourth player there is little to be except that it is his business to trick if he can, unless it is al- s partner's, and if he cannot do ow away his lowest card.—*James* O+].

-hand player is not merely a having but to trump a trick or he can do so by overplay. He ow when to take a trick, and t to do so, though in his power. *Pittes* [*L. A. P.*], "*American ustrated.*"

is little for the fourth hand to pon, except between his play onscience. If he believes in the me, let him win the tricks as as he can. If his object is to de- will have abundant opportu- *F. Foster* [*S. O.*], "*Whist Tac-*

e duty of the fourth hand to win if he can, and with the lowest card, unless this trick be his , or unless he wishes, for good to leave or place the lead in the that player whose trick it may o be.—*A. W. Drayson* [*L+A+*], *of Practical Whist.*"

you have in most cases little to win the trick as cheaply as you Cases sometimes arise in which able to win a trick already your as, for example, to get high ng cards out of his way, or to u to lead up to a weak hand, or e to alter the position of the lead. *n Pole* [*L. A+*].

ıy of fourth hand is usually com- y simple, except when the posi- ie cards calls for some special refusing to take the trick against s to place the lead to your or advantage, or throwing a high et rid of taking a subsequent the same reason, or to avoid partner's suit.—*Fisher Ames* [*L.*

ırth-hand player who thinks he e every trick that comes to him, ecause he can take it, has much and much to unlearn. * * * A ne is sometimes made by taking is partner has already won, or he opportunity to take a trick, in his power to do so.—*C. D. P.* [*L. A.*], "*Modern Scientific*

not win the adverse trick when, ıg, you can throw the lead to or partner's advantage, or can a card of re-entry that may be used more effectively on next round. (2) Win the trick already your partner's, when it is desirable to get high cards out of his way, or when, for any reason it is to your advantage to have the lead.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

The general rule for fourth-hand play is to take all the tricks against you that you can, and as cheaply as possible. It is sometimes an advantage, however, not to take the trick; as, when it is desirable to throw the lead in one of your opponents' hands, or where it is seen to be possible to take two tricks in place of one. Such exceptional cases, however, are rare, and it requires a player of long experience to detect them.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

The player, fourth in hand, may be unable to win a trick except by ruffing, and ruffing may mean giving up all chance of commanding the run of trumps and bringing in a long suit; in that case, he would pass the trick. Or it may happen that the card of the suit with which he could alone take the trick would obviously be likely to serve as a re-entering card, after trumps were exhausted; in such case, if the chances were clearly in favor of that power of re-entry being obtainable in no other way, fourth hand should pass the trick. * * * In all such cases, a good general rule to bear in mind is that a certain trick ought not to be passed, unless there is a probability of making two by so doing.—*R. A. Proctor* [*L. O.*], "*How to Play Whist.*"

A case in which the fourth hand should not take the trick is when the trumps are established in one adverse hand, and the length in the suit led declared by the other. In such case, if the fourth hand has the master card of the suit led, and smaller ones, he should refuse to part with the master until he is satisfied that all the cards in the suit are exhausted in the hand still retaining the trumps, as otherwise, by winning the suit, he will merely clear it for the adversary. * * * There are cases in which it is not always well for the fourth hand to take with the lowest of a sequence. For example, holding the king, queen, and one small, and the play of one of the face cards being necessary to win the trick, it is often wise to take with the king, as the play of a false card may induce the original leader not to finesse if the suit is returned by his partner.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Freak Hands.—Hands in which unusual or highly remarkable combinations of cards occur, and to

which the ordinary rules of the game cannot well be applied. (See, "Phenomenal Hands.")

"French Boston."—This, like "Russian boston," is simply a variety of "boston." Among the differences are the following: Forty deals constitute a game, the first thirty-two being "singles," and the last eight "doubles." The rank of the suits is permanent, as follows: hearts, diamonds, clubs, and spades. The diamond jack always ranks as the best trump, unless diamonds are turned up, when the jack of hearts becomes the best trump, and the jack of diamonds takes his proper place, ranking below the queen. A player may take a partner, as at "solo whist."

French Game, The.—The national characteristics of the various nations are reflected in their whist. Thus, French whist has always been considered more brilliant and dashing than the careful, steady play of the Briton. Deschapelles was the great exponent and example whose play largely influenced that of his countrymen.

Inasmuch as whist was introduced into France from England, the game, in its early history, was much alike in the two countries, long whist, ten points, with honors counting being followed by short whist, five points, with honors counting. Of late years, however, French players have taken kindly to the American idea of dispensing with the count of honors, and above everything else they have cultivated the dummy game—*i. e.*, whist with an exposed hand—which they call "*mort*" (*q. v.*). Their fondness for this style of game has given rise to the criticism of "Cavendish" and other authorities, who claim that whist, properly speaking, is not played in France, as t do not regard dummy as whist.

Nor is the dashing character of French game so hazardous as men d it generally. The frank lead of trum just as often security as rashness, particularly in this case, when the pla perceiving that his own share in combat must be that of a subordinat once devotes his whole strength to support of his stronger partner. In quick, almost instinctive, apprecia of the part assigned to him by fort the French player is vastly superi the English.—*Blackwood's Magazine*

"French Whist."—A variety "Scotch whist," differing from latter in regard to the ten, wh capture is the great object of game. In "Scotch whist," the of trumps is sought after, counts ten for those taking it; "French whist," it is the ten of monds, and it counts ten for th winning it, whether it is trump not.

"French whist," so called, is a variet "catch-the-ten," and is played the s as English whist, with the following ceptions: (1) The game is forty po (2) The honors count for those who them, not for those who hold th (3) The ten of diamonds counts ten those who win it. It is not a trump less diamonds are trump.—"*Amer Hoyle*," 1885.

Fresh Cards.—If for any rea a player is dissatisfied with cards which are being used, i customary for him (at the clubs call for two new packs, at his o expense. He must call for th before the pack has been cut for next deal, and give the dealer choice of the two new packs.

Gambit Opening.—The lead a supporting card from a weak h at whist; a sacrifice lead, lar made use of by short-suit play The idea is taken from the gam opening at chess, where a pla sacrifices a pawn at the begin

me, and, after freeing his
ays for position and attack
exposed lines of his ad-

s this difference between the
nd the short-suit opening, that
ner the original leader and his
y to win the first trick, whereas
ter they only try to make the
f the trick as expensive as pos-
ie adversary. This is the gam-
its integrity.—*E. C. Howell* [*S.
ist Openings*."

apter [the play of the eldest
Emery Boardman's "Winning
by far the most interesting re-
ibution to whist mathematics,
rs to the conclusion from Pole's
s that the gambit opening is a
inal lead from hands of ordi-
s than ordinary strength.—*D.
Whist, August, 1897*

inal lead of a short suit may
ice. It is the gambit opening.
me as pawn to queen's bishop
ich is a free gift of a pawn that
he most skilful chess-players
. This giving the adversary an
dvantage at the start, the more
y to trip him up, is a character-
any intellectual games, and
exception to the rule.—*R. F.
O.*], *New York Sun, March 22.*

rs that the distinctive feature
alled short-suit game is in the
ead, the afterplay of the hand
ded entirely by the fall of the
nings in other scientific games,
ess, are known by the names
ventors—the Evans gambit, the
e Philador, the Ruy Lopez,
tz, the Allgaier, the Cunning-
As the short-suit opening is
ly a gambit, and was originally
by Foster, and [has been] con-
by him for the past five years,
" Foster gambit." This would
fine the game, restricting it to
ag lead, recognizing it as a sac-
ambit, and placing the praise
that the future may have in
it where it belongs, on the
of the father of short-suit
B. L., in New York Sun, July

ling.—Broadly speaking,
z means to play for money
s of chance. Some people
at playing for money only
gambling when more is
risked than one can well afford to lose. According to this standard, it would not be gambling for a Rothschild to risk a million on a rubber of whist, or for an Astor to put up a similar amount on a game of poker. Where it is obviously so hard to draw a proper distinction, the safest rule is not to play for money at all; then the player is sure he is not gambling.

Although modern scientific whist is a game in which skill plays a more important part than chance, and betting on the result of play is almost unknown in America, the old style of whist, and particularly short whist as still played in England, has always been a game in which stakes figured to a large extent, especially at the clubs. At its very origin, whist fell into the hands of gamesters and sharpers, whose tricks were subsequently exposed by Cotton, Seymour, and Hoyle, although these played for money themselves, and stakes continued to be the rule of the game. In fact, after whist had been advanced to a state of respectability and taken up by fashionable and royal circles, we hear marvelous tales of recklessness in connection with it. It would be impossible to give them in detail in this volume. They form part of the history of gambling. Among the more familiar examples we may mention a few; as, for instance, that of Lord Granville, ambassador to France, who delayed a journey to Paris and played whist eighteen hours, while his horses were kept waiting for him; and when he finally tore himself away he was poorer by from eight to ten thousand pounds. Lord Sefton was one of a set at Brooks' Coffee-House that played hundred-guinea points, besides bets, as a regular amusement. Henry Lord de Ros at one time lost a rubber, on

which three thousand pounds was staked, by miscounting a trump. The accusation of cheating made against him on another occasion, and the public exposures which followed, were said to have given a severe check to gambling in England. It was well, in the face of cases like that of G. H. Drummond, of the famous Charing Cross Banking House, who lost £25,000 to Beau Brummel at one sitting, as well as his connection with the firm, who forced him to retire. The Duke of Cumberland is said to have made a wager of £20,000 on a single hand at whist, in which he held three aces, four kings, two queens, and two jacks, and yet did not take a single trick, nor did his partner take one. The change from the old ten-point game to the five-point game (or short whist), about the year 1810, is said to have originated in a gambling incident. Lord Peterborough having one night lost heavily, his friends proposed to give him the *revanche* at five points instead of ten, in order to afford him a quicker chance of recovering his losses. The plan was found so lively that those who played whist for money took the new style of game up, and long whist was practically a thing of the past. Betting at whist was also carried to excess in France and elsewhere on the continent. It is related that Field Marshal Blücher gambled heavily at whist during his stay in Paris, after the victorious entry of the allies in 1814. He nightly lost all his money and all that his servant, who waited in the anteroom, could supply. He was very much given to cursing his luck in German. In a mild form — just to lend interest to the game — playing for money continues to be a feature of the game at English and other clubs, to-day; and one of the chief difficu which the modern scientific g so strongly advocated by "Ca dish" and his school, encounte England is this old love for t stakes, which is found whereve English game, with honors, is rule. This reminds us of a cu little incident which may be fo in *Chambers' Journal* for Oct 1882, where it is related that a g of whist being proposed in a s ter's hut in New Zealand (o versions locate the occurrenc Australia), the stranger, who the guest of the evening, inqu "What points?" The ready swer came: "The usual game course—sheep-points, and a bul on the rubber!"

At the same time it is curiou note that even the advocates apologists for stakes frown u what they call gambling, and clare that whist (even short wh is unsuited to that form of am ment. The American Whist Le took a correct stand, and voiced sentiments of the best whist-p ers in this country, when that p erful organization, at its very congress, declared against all for money, and took the gro that whist is worth playing for own sake, and for the sake of healthful mental training and reation which it affords when p ly played.

At this writing (1897) anot gambling wave seems to be sw ing over the English clubs e cially in London, where the w tables are deserted for "brid (*q. v.*). The opponents of " glish" are trying to hold hi novations responsible for revolt, as if freemen could not old-fashioned whist, or any l they wished, in spite of his te ings. Rather let us call a spa spade, and point to the habitu

by table-stakes as respon-
he temporary aberration.
ling spirit which, in 1810,
d game in two, to make
rculate faster, has, in
aken up "bridge" in order
ther accelerate its travels.

oughly opposed to gambling
rhist in high esteem, as the
tirely unsuited for gambling
A. Trump, Jr. [*L. O.*].

bers of the club respect the
aw that the dignity of their
ts no wager.—*G. W. Pettes* [*L.
hapelles Club Rules*), "*Ameri-
Illustrated.*"

no denying that the inborn
of the *genus homo* as a gam-
al appeared in the game of
:ll as in many other gentle-
ements. The long game [of
found too slow to allow the
ion of money, and it was cut
ducing short whist. Many
siasts protested against the
onderance of luck caused by
ention of the value of all the
a score of only five (allow-
an double the winning score
in one fine hand), but in
citement of the turns of for-
referred to the milder stimu-
in the play, and short whist
nd unassailable in the public
s in England.—*William Pole
volution of Whist.*"

e natural gamblers, although
be filled with horror and in-
t being so classed; let them
squarely and own the truth
ment. All clubs to which
ong play for prizes. Some-
ery meeting a prize is given,
after a series of games; but
end and aim is a prize of
ss value, according to circum-
think I may safely say that
cent. of these same women
scandalized were the prize
any amount instead of the
This same question of prizes
sorry state of feeling among
at of very bitter jealousy.
woman be fortunate enough
al prizes in succession, there
unfair play, and so on, that
ar the harmony of the meet-
iet Allen Anderson* [*L. A.*],
zine, July, 1895.

is not gambling; it is a game
forth some of the best facul-
brain, and causes chance to
fore science. * * * It is to
be regretted that at most of the [English] clubs so fine a game should be placed out of the reach of many on account of the high points that are played. Whist is a study so pleasurable in itself that it can entirely dispense with the pernicious excitement of the gambler; to play for points, which may involve a heavy pecuniary loss, is utterly destructive of the beauty of the game; instead of a pleasant, intellectual excitement, it then degenerates into anxiety, and is the fruitful parent of ill-temper, worry, and a feverish state of things utterly at variance with the spirit of the game. * * * Half-crown points are quite sufficient to create excitement, * * * but when it comes to crowns and pounds, or ten-shilling points, and a fiver on the rub, or pounds and fives, a few nights of misfortune signify the loss of a small income. Whist should be played for the love of the game, and not for the money it may be the means of obtaining. —*A. C. Ewald, in "The Whist Table."*

Game.—A game of whist is a contest between four players, two on each side, to see which can first score a certain number of points. The number of points necessary to make in order to win is called the game. The English, or short-whist, game consists of five points, counting honors. The American game consists of seven points, not counting honors. The word is sometimes used to denote correct play; as, for example, "It was the game to cover the honor led." (See, also, "Open Game.")

A game consists of five points. Each trick above six counts one point.—*Laws of Whist (English Code), Section 2.*

Try and forget the little vexations, and make the game what it should be, an *amusement* for *gentlemen.—Fisher Ames* [*L. A.*].

The game is finished when, one side having gained it without dispute, the cards are reunited in one mass.—*Deschapelles* [*O.*], "*Laws,*" *Section 130.*

To play a strong game you must play so as to make your own hand as clear as possible to your partner.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.—*Laws of Whist (American Code), Section 1.*

When the adversaries are four to your love [in the English game], you must play quite a different game from that which you would play at love-all. Again, if you are four and the adversaries love, it would be absurd to play a game which might win you three or even two by cards, but might lose you the trick.—*A. W. Drayson* [*L. A.*], "*The Art of Practical Whist.*"

Game, Each Playing His Own.—An amusing story is told in *Whist* of July, 1896, concerning J. P. Wooten and C. D. P. Hamilton, two advocates of diametrically opposed systems of play, who happened to be partners in the contest for pairs at the congress of the American Whist League. Before commencing play Wooten begged Hamilton to try short suits for once; but Hamilton, true to his principles, declined; so he staunchly demonstrated his belief in American leads, long suits, echoes, sub-echoes, four signals, etc., in spite of Wooten's attempts to coax him by leading singletons and supporting cards. When the play was over, each shook hands with the other and hoped he had not thrown him down. Imagine their surprise when they found that they had nearly won the prize, only one pair having a higher score than theirs. "If you had shown me five," said Hamilton. "No, sir; if you had led me a sub-sneak," said Wooten, "we would have won in a walk."

"German Whist."—One of the numerous and least objectionable variations of whist. It is played by two persons. Thirteen cards are dealt to each player, and the twenty-seventh card is placed face upwards upon the remainder of the pack. The dealer's *vis-a-vis* plays first by leading a card, and the dealer follows suit, as in whist, or if he cannot, either trumps or throws away a useless card. The winner of the trick takes the trump card into his hand, and h nent takes the next card, however, showing its fac third card on the pack turned up and goes to the of the second trick, the los drawing the one underne so on, until the rest of the exhausted. Thus each pl ceives and plays twenty-s in all. Each game is com one deal. The player wh the most tricks wins. The a two-handed variety of " whist" which somewhat re the above.

"German whist" is played by ers, and introduces the element ishing the hand after each trick ing cards from the remainder of until the stock is exhausted * * the talon [or stock] is exhausted teen cards in each hand should l to both players, if they have be vant, and the end game become lem in double dummy.—*R. F. O.*], "*Complete Hoyle.*"

Going On With a Suit. on with a suit is to continue it, after having opened it. be trumped by an adversa having established it, you the trumps and then go on again.

Graham's Coffee-Hou famous headquarters for wh uated at 87 St. James stre don. Here, for many yea most scientific whist-playe wont to congregate, and ma ble contests took place; and was where Lord Henry B devised the "trump signal" The frequenters of the place what was known as Graham the name being taken fr proprietors of the house and son, who kept it succe On December 31, 1836, t was temporarily dissolved

e of excluding a dozen un-
le members who had crept
who were kept out upon its
ization, which occurred im-
ely. The club was perma-
dissolved a few years later.
rters are now occupied by
known as the St. James

is a well-authenticated story of
Lord Granville's devotion to
Intending to set out in the course
ternoon for Paris, he ordered his
and four posters to be at Gra-
Coffee-House, London] at four.
re kept waiting until ten, when
out to say that he should not be
r another hour or two, and the
ad better be changed. They were
three times in all, at intervals
ours, before he started.—*A. Hay*.], "*Whist and Whist-Players.*"

d Coup.—The grand coup
s in throwing away a super-
trump to avoid the lead; or,
ng partner's trick by trump-
order to be able to throw
d back to him; or, in under-
ng a trick in order to avoid
quent lead.

lling to my experience, the oppor-
playing the *grand coup* occurs
nce in a thousand rubbers; to an
al player, about once in four thou-
bbers. I can only remember to
[January, 1879] to have played it
nes.—"*Cavendish*" [*L. A.*], "*Card-
ilk.*"

one who has played whist much
ve observed the not unfrequent
when a player has found him-
bably in the last three tricks of
d, with a trump too many. He
obliged to trump his partner's
take the lead himself, and to
s his tenace instead of being led
hich a trick is lost. The triumph
eat whist-player is to foresee this
and to take an opportunity of
rid of this inconvenient trump.—
Jay [*L. O+*].

ville, Earl of.—A famous
h whist-player and diplomat,
as named by Lord Henry
ck (*q. v.*) as one of the four
hist-players he ever knew.
Lord Granville was born October 12, 1773, and was the youngest son of the first Marquis of Stafford by his third wife. In 1804 he was ambassador extraordinary and plenipotentiary to Russia, and subsequently ambassador to the court of France. He was created Viscount Granville, of Stone Park, August 12, 1815, and advanced to an earldom May 10, 1833. He died January 8, 1846.

When Henry Bentinck was asked for the names of the best whist-players that he knew, Lord Granville's name was first on his list; and across the "silver streak" an even greater authority, Deschapelles, the finest performer at the game that the world has ever produced, was repeatedly known to assert, that with Lord Granville as his partner, he would play dummy against an archangel.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Great Game, Playing a.—Playing with the object of making as many tricks as possible out of the hand, as distinguished from the more cautious procedure of "playing for the odd trick" (*q. v.*).

There are, generally speaking, two methods by which tricks may be made by cards, to which their intrinsic value might not necessarily entitle them. One is by the establishment of a long suit, the holder being left with the lead after the adverse trumps have been exhausted. * * * This course, as contradistinguished from "playing for the odd trick," was styled by the early writers as "playing a great game."—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Great Suit.—A suit of more than four cards, all of them very strong; a strong suit.

Guarded.—A high card is said to be guarded when one or more smaller cards of the same suit are held with it, to be played upon higher cards that may be led by the adversary.

The second card of a suit is said to be guarded if you hold a small one to play against the best card. Two "guards"

are generally required for a third-best card.—"*The Whist Table.*"

This combination is an important one, having an advantage analogous to that of the tenace; namely, that if the suit is led by your left-hand adversary, you are certain (bar trumping) to make your second-best card.—*William Pole* [*L. A.*], "*Theory of Whist.*"

Guerilla Tactics.—The tactics employed by players who employ short-suit leads in preference to leads from long suits. So named by long-suit extremists who hold that method of play in contempt.

"G. W. P."—See, "Pettes, G. W."

Hamilton, C. D. P.—One of the most thorough and masterly exponents of the modern scientific game, was born at Cochranville, Chester county, Pa., on December 10, 1851. His parents were strict Quakers, and he was educated in Quaker private schools. From early childhood he displayed a fondness for games, and at twelve years of age he was the champion checker-player of the village. He became infatuated with chess at the age of fourteen, and made his first set of chessmen from spools which came from his mother's sewing-basket. Later he became famous as a composer and solver of chess problems, and his compositions in this line have been published by chess editors the world over.

He made his first pack of cards from cardboard bought at the village store, and learned about every game of cards from all-fours to whist, and was deemed an expert, especially at cribbage and sixty-six. His attention was called to book whist early in the seventies, and this opened up a new and delightful vista to him. In 1880 he began to read and study the game, in company with three other players, at Easton, Pa., where he still resides. They were known as the Easton Quartette, and met at each other's homes twice every week. For four years they did little else in their leisure moments "but play, talk, read, study, dream, and discuss whist," to use Mr. Hamilton's own expression. All this time he made notes of every new theme and play that came up in practice, and soon he had several hundred sheets filled with valuable observations. He read every work on whist which he could buy or borrow, and became convinced that existing text-books were not as thorough and exhaustive as they should be to meet the wants of students, who might be as eager to learn as he himself was. So he resolved to write a book on the game, and for four years more he devoted his spare moments to this congenial task, and "Modern Scientific Whist" was the result. It was all written at night, mostly after the rest of the family had retired. A large share of the time was taken up in analyzing and proving that his position was sound, and he often spent weeks on a single phase or maxim. Starting without prejudice or bias, he continued with a determination to reject anything he found, by demonstration, to be unsound, no matter how it might run counter to his previous views.

This thoroughness of method, and honesty of purpose, was at once recognized in "Modern Scientific Whist," and its publication, in 1894, placed him at one bound among the foremost whist-authors of the day. It was pronounced the most complete work that had yet been published on the game, and the chapters on second and third-hand play, as well as those on discarding and critical endings, were found to be a revelation. A second edition

as published in 1896, with an appendix, in which the author gave s views upon several whist ques-ons of the day. While a staunch d able supporter of "Cavendish," e long-suit game, and American ads in the main, he nevertheless ffers from "Cavendish," and rees with Mr. Trist, in leading e original fourth best on second und from ace and four or more, stead of the fourth best remain-g, as practiced by the great Eng-h advocate of American leads. e also devotes a chapter to the amilton modifications of Ameri-n leads, as originated and prac-ed by the famous team from the amilton Club, of Philadelphia, d fully endorses the improve-nts. (See, "Hamilton Leads.") e also gives Mr. Green's three gnal an extended analysis, and ggests that it be given a practical t. (See, "Three Signal.")

Dr. Pole, in "The Evolution of hist," praises Mr. Hamilton's k very highly as "the great erican work which must be after regarded as the *μέγα ιον* of whist. He adopts, of se," continues Dr. Pole, "all new latter-day modes of com-ication between the partners, e largely extends the system; llows up the influence this has he general play of all the , and shows how great this nce has been. * * * It is of the uncertainty and want lity that still prevails in the lay game, that although Mr. on's book is founded on the ystem that is explained in st editions of 'Cavendish,' e are many points on which authorities do not agree, as seen by the review of the the *Field* of May 26, 1894. , the book is very interest-owing not only the aston-ishing change which the new improvements have wrought in the game, but the remarkable earnest-ness with which they appear to be studied in the New World."

Mr. Hamilton is one of the leading whist experts of America, and as an analyst probably has no superior in this country.—*Whist* [*L. A.*], *September, 1893.*

Mr. Hamilton's aptitude for investigation and analysis, coupled with his experience, has made him extremely acute as well as sound in reaching the pith of any knotty problem, or question of difference in whist system or whist play. As a whist-player he is flexible, adaptable, imperturbable, and deliberate. He is a master of whist strategy and resource in difficult situations.—*Whist* [*L. A.*], *February, 1893.*

Hamilton Leads. — American leads, with certain modifications, made by Milton C. Work and his fellow-players of the Hamilton Club team, of Philadelphia, and practiced by them in their play. These modifications consist in (1) leading ten (instead of queen) from queen, jack, ten; and (2) in leading fourth best (instead of ten) from king, jack, ten. The result is the simplification of the queen lead, which by the American leads is led from three combinations, and leaves partner in doubt as to whether king or jack is also held. By the Hamilton arrangement this doubt is removed.

The Hamilton modifications have found so much favor with leading players and authorities that by many it is thought their incorporation into the system of American leads will eventually be universal, although "Cavendish" at present still holds out mildly against them, because he is afraid the fourth-best lead from king, jack, ten is a trick-losing one. (See, also, "American Leads, Changes in.")

Another innovation, which is being used by many good players, is the lead of fourth best from king, knave, ten, and

others, in order to simplify the queen lead.—*Kate Wheelock* [*L. A.*], "*Whist Rules*," *1896*.

A recent examination of the king, knave, ten combination convinces the writer that the fourth best, and not the ten, should be led from this holding. If the lead of the ten from this combination is abandoned, it is then self-evident to all whist-players that the system of American leads will be improved by adopting the lead of the ten from queen, knave, ten, etc., as this eliminates all uncertainty, and renders all the high-card leads free, practically, from duality of inference.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist*."

With other players I analyzed 840 hands containing this combination [king, jack, ten], and obtained the following result: In 528 hands, it made no difference whether the ten or the fourth best was led; in 203 hands, the lead of the fourth best won 217 tricks over the lead of the ten; and in 109 hands, the lead of the ten won 126 tricks more than the lead of the fourth best. The results were conclusive, that the change to the fourth best from king, jack, ten, etc., with the change to the ten, from queen, jack, ten, etc., was * * * a trick-winner.—*T. E. Otis* [*L. A.*], *Whist, January, 1896*.

That the Hamilton idea simplifies the leads, and would be, in the long run, advantageous to the leader and his partner, goes without saying, were it not that the risk is run of losing tricks by leading small from king, knave, ten, etc., which is its necessary complement. The argument then is narrowed to this: Is it better to run the stated risk for the sake of giving valuable information at once? This question is not susceptible of decision by calculation, it can only be determined by a long series of experiments. Those who adopt the Hamilton scheme are of opinion that the occasional failure to obtain command in king, knave, ten suits is of less importance than the certainty of giving definite information by the first card led; those who reject the Hamilton lead, of course, hold the contrary. And, as before observed, when hands of experts differ on a given proposition, the probability is there is not much to it either way.—"*Cavendish*" [*L. A.*], *Scribner's Monthly, July, 18*.

It is merely a modification of the system of American leads, which, it is thought removes from them their greatest objection, to wit, uncertainty as to the combination of high cards from which the queen is led. * * * The only objection that can be urged to the lead of the ten rather than the queen from the queen, jack, ten combination is that it conflicts with the lead of the ten from king, jack, ten. This system proposes to do away with the latter lead altogether, making the king, jack, ten a combination from which the fourth best is led. * * * The argument in favor of the fourth-best lead from this combination seems to be a strong one. It is, that the lead of the ten, from king, jack, ten, gives too great information to the second-hand adversary, as it enables him, with ace, queen, and one or more small cards, or with queen and one small one, to most advantageously cover the ten with the queen. The information that the lead of the ten conveys to the third hand does not, in any measurable degree, offset this, and the only argument that can be used in favor of its retention, is that it is necessary for the purpose of forcing a high card to take the trick in the case where the partner has not either the ace, queen, or nine. It is hard to understand, however, why it is more necessary, for the purpose of forcing a high card, to lead ten from king, jack, ten than from ace, jack, ten, as the latter is the stronger suit; and yet a high-card lead from ace, jack, ten has never been advocated.

The players of the Hamilton team, who have given the subject a thoughtful and careful test, in a long series of important matches, state as their unanimous opinion, as the result of that test, that in practical play the cases in which tricks are lost by the fourth-best lead from king, jack, ten are nearly offset by cases in which the retaining of the ten in the original leader's hand gives him the strength necessary to eventually establish his suit. If this opinion is sound, there can be no question that the doing away of the ten lead from king, jack, ten is an advantage, as it will be admitted that all the information it gives is far more valuable to the opponent than to the partner. Should this lead be abandoned, there can be no possible objection to the substitution of the ten for the queen from queen, jack, ten, and the strongest objection ever urged against the system of American leads is thereby removed.

The queen, if this modification is adopted, becomes a five-card-suit lead without exception, and always shows the presence of the king. The ten is led only from queen, jack, ten, and while it does not, on the first trick, show the number of the suit, the second trick generally gives that information, as the jack is played or led, as the case may be, with five or more, the queen with exactly four.

With this system adopted, the third hand, of course, beats a ten led by his partner, as he formerly did a queen, and *finesses* with the ace; but with king and one small, or ace, king, and one small, plays the king in order to unblock.—*Milton C. Work* [*L. A. W.*], "*Whist of To-day*," *1896*.

n Trophy.—The cham- trophy of the American gue for teams of four rep- League clubs. The trophy red to the League, at its ress in Milwaukee, 1891, H. Forrest, a prominent of the Hamilton Whist hiladelphia, and a man ulture, who had traveled y. Dr. Forrest's esteem me found expression in hich he tendered in a let- was read at the congress. d no conditions upon the cept that it should be for at duplicate whist by our representing League . Forrest was made an member of the League. 1 1894. The trophy was o frequently spoken of as t trophy.

sixth congress of the n 1896, it was decided Hamilton Club Trophy a perpetual trophy, to be at each annual congress, held by the club win- til the next succeeding

phy is in the form of a l, about fourteen inches The shank is square in ornamented with the fig- e four kings chased in he bowl is ornamented ed figures, and the base aces in relief. It has essively won by teams m the following clubs:

apital Bicycle Club, n, D. C. (Messrs. H. N. . Bingham, J. P. Wooten, Eakin).

inneapolis Chess, Check- hist Club (Messrs. J. H. F. Whallon, O. H. Briggs, e L. Bunn).

niversity Whist Club, ll. (Messrs. J. L. Waller, W. Waller, J. H. Baldwin, and H. Trumbull).

1895—Hyde Park Whist Club, Chicago, Ill. (Messrs. R. M. Rogers, J. T. Mitchell, W. J. Walker, and R. L. Parsons).

1896 — Hamilton Whist Club, Philadelphia (Messrs. Milton C. Work, Gustavus Remak, Jr., E. A. Ballard, and Frank P. Mogridge).

1897—Philadelphia Whist Club (Dr. Joseph S. Neff, E. Stanley Hart, Leoni Melick, and W. T. G. Bristol, with T. A. Whelan as substitute for Mr. Melick, during the latter's illness).

The one criticism that *Whist's* New England correspondent feels constrained to make upon the seventh congress is concerning the plan of the championship or Hamilton Trophy contest. It was too long and arduous, just as it has always been, and still the individual matches played were not long enough to satisfy the old war horses. An endeavor to shorten it was made this year. What did the attempt amount to? The winner of the contest had to play 204 deals in five days, an average of forty-one per diem, which is inconsiderably less than the forty-eight that used to be required, and is too much when the inconclusive character of each match is considered. As a consequence, the finals of the championship contest were, as usual, a trial of endurance, in which several men were wrecked. One of the New England members of the 1897 tournament committee wanted to have the preliminaries of the championship contest fought out before the congress, but the plan received scant notice. The idea was to divide the country into not more than six or seven sections, have a series of club matches in each section during the winter and spring, and admit to the congress contest only the winners in the several sections. This plan is now being discussed.—*New England Corr., Whist, August, 1897.*

The chief interest, of course, centres in the play for the Hamilton Trophy, which carries with it the championship for teams of four. A different method has been tried at every congress, and none of them has been entirely satisfactory. Most of the plans proposed have been based on some scheme for limiting the entries or dividing them into sections, the winner of each to meet in the finals. * * * No scheme of play for the championship can ever be satisfactory in which the winner has not actually de-

feated every other contestant, either in the trial heats or in the final.

The tournament committee evidently agree with this view, for they propose that the preliminary rounds shall be played on Tuesday afternoon and evening, under the Howell system for fours, every team entered actually meeting and playing against every other. For the benefit of those not familiar with this method it may be explained that each team of four sits at its own table and plays one deal, or as many as the individual matches will consist of. The N and S pair remain at that table and in that position during the entire play of the tournament, but the E and W pair move round the room from table to table. In doing so they of course meet and play against the N and S pair on every other team. The scheme of moving the trays is such that when the E and W pair of team A play against the N and S pair of team D, the deal that they play will be same that will be played by the E and W pair of team D when they get round to the N and S pair of team A. The play on this deal, or on two or three deals, if there are so many at each table, forms a match between these two clubs, and the team winning the most matches makes the high score. At the end of these two sittings the eight clubs with the highest match score will be selected to play the finals, all those failing to get as good as eighth place being dropped. Each of the eight teams will then play a match of twenty-four deals against each of the seven other survivors, and the winner of the most matches will be the champion team for 1898–'99. As the last match will be played on Saturday afternoon, the evening will be available to settle any possible ties.—*R. F. Foster* [*S. O.*], *New York Sun, November 28, 1897.*

Hand.—The thirteen cards held by a player at whist; also, collectively, one deal of the cards. The second, third, and fourth hands are the players who play after the leader in each round, in the order indicated.

Never play a backward game with a strong hand.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

No intimation, by word or gesture, should be given by a player as to the state of his hand or of the game.—*Etiquette of Whist* (*English Code*).

This [635,013,559,600] is the number of different hands which any single player at whist may obtain.—*William Pole* [*L. A.*], "*Philosophy of Whist.*"

Never know of good hands, or of poor ones. * * * The credit lies in playing each hand properly.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

In all the recorded games of duplicate whist, there is not one in which the same hand was played twice in the same way. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

If you have a moderate hand yourself, sacrifice it to your partner; he, if he be a good player, will act in the same manner. —*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player.*"

No player should in any manner whatsoever give any intimation as to the state of his hand, or of the game, or of approval or disapproval of a play.—*Etiquette of Whist* (*American Code*).

A general order belongs to each hand held: to the first, play from your master suit; to the second, play your lowest card; to the third, play your highest card; and to the fourth, play whatever will take the trick. The rule is positive; the exceptions are powerful.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

The variety of hands that can be held are infinite. It is useless to speak of a million, because a million is an incomprehensible number; but we know that some men can hold trump and court cards to such an extent as to be sickening, while others appear to get neither trumps nor court cards.—*Westminster Papers* [*L. O.*].

Hands, Arrangement of.—See, "Cards, Arrangement of."

Hands, Difficult, to Lead from.—The question, Which is the most difficult hand at whist to lead from? is a fascinating one, considering the many billions of combinations that are possible with the cards. It is a fact, also, that what appears to be a difficult and dangerous lead may turn out to be fortunate and advantageous owing to the combination of cards in the other hands; and, *vice versa*, what seems a tolerably safe lead may turn out disastrously. An approximate idea of some of the most difficult hands to lead from was recently obtained by Milton C. Work in the whist column of the Philadelphia *Press*, by means of a prize competition.

ıine most striking examples
ch hands were selected and
tted to a committee, which
nined the correct leads, and
gave the reason in each case,
Press of November 21, 1897.
ve the hands, the names of
proposing them as the most
ılt, and the decision of the
ittee in each case as to the
r lead:

—From W. E. P. Duvall, of Balti-
Md.
Trump, King Diamonds.
. . . . . 10, 5, 3, 2
. . . . . 8, 6, 5, 4, 2
. 2
nds . . . . . Jack, 3, 2

d ten of spades; the best
thening and least deceptive
any other is more apt to re-
ıtally.

— From A. Harvey McCay, of Bal-
, Md.
Trump, Queen Diamonds.
. . . . . King, Jack
. . . . . Ace, Queen
. . . . . 6, 4, 3, 2
nds . . . . . King, Jack, 9, 8, 2

d six of clubs; it forces a lead
some tenace, and may give
r a ruff.

—From F. W. Benson, of Philadel-
a.
Trump, Queen Diamonds.
. . . . . 4, 3, 2
. . . . . 4, 3, 2
. . . . . 4, 3, 2
nds 5, 4, 3, 2

d four of spades, hearts, or
less apt to be damaging than
ıp lead.

—From Frank P. Mogridge, of
:lphia, Pa.
Trump, Three Spades.
. . . . . Ace, King, 10, 9, 4, 2
. . . . . 10, 9, 7, 3, 2
. . . . . Queen
nds . . . . . Jack

d ten of hearts; safest play;
s can be led after a force
nt danger.

No. 5—From C. F. Lindsay, of Washton, D. C.
Trump, Queen Hearts.
Spades . . . . . Ace, Queen, 4
Hearts . . . . . Jack, 3, 2
Clubs . . . . . Queen, 6, 5
Diamonds 7, 6, 5, 2

Lead seven of diamonds; the least apt to result fatally of the four choices.

No. 6—From James S. Peckham, of Newport, R. I.
Trump, King Spades.
Spades . . . . . Ace, Queen, 10, 9, 7, 5, 3
Hearts 5, 4, 3, 2
Clubs . . . . . King, 2
Diamonds . . . . . None

Lead ace of spades; about as good a chance of catching the king by leading the ace as any other way; if unsuccessful in this respect, will at least force a lead up to the partner.

No. 7—From William S. Fenollosa, of Salem, Mass.
Trump, Three Spades.
Spades . . . . . King, Jack, 10, 8
Hearts . . . . . King, 9, 6, 5
Clubs . . . . . Queen, 10, 7, 2
Diamonds . . . . . Ace

Lead any spade, except king; the all round strength justifies a trump lead.

No. 8—From Charles W. Dana, of Wilkesbarre, Pa.
Trump, Nine Hearts.
Spades . . . . . Ace, King, 10, 7, 5
Hearts . . . . . Queen, 10, 8, 2
Clubs . . . . . Queen, 6
Diamonds . . . . . King, 8

Lead ace of spades; the most conservative play; the fall on the first trick will determine whether to continue the suit or shift to a trump.

No. 9—From Mrs. James M. Reagan, of Drifton, Pa.
Trump, Six Clubs.
Spades . . . . . None
Hearts . . . . . King, Jack, 7, 2
Clubs . . . . . Ace, Jack, 10, 9
Diamonds . . . . . Ace, Jack, 8, 6, 2

Lead ace of diamonds, instead of fourth best, because the hand is

blank in one suit; there is, therefore, probably some player who is very short of diamonds.

These examples are very interesting, not only on account of the difficulties presented in the choice in each instance, but as showing how professed long-suit advocates will frequently make use of short suit, or other irregular tactics, in extreme cases.

Hands, Illustrative.—See, "Illustrative Hands."

Hands, Instead of Points.—A writer in *Whist* for March and June, 1892, argues that to fix a certain number of points as a game of whist is irrational and unnecessary. The players, he holds, should enjoy absolutely equal privileges; *i. e.*, they should play four or a multiple of four hands. Every trick taken should be counted, and the score should be the difference in the number of tricks taken by the two sides.

We have seen something of this kind followed by players at straight whist, who made up a party for an evening's play. No special number of hands was agreed upon, but they played as long as they felt inclined. All the tricks taken by each side were counted, instead of those over a book, and the side which scored the largest number of tricks during the sitting was the victor by that many points. (See, also, "Scoring.")

Hands Played by Correspondence. See, "Whist Match by Correspondence."

Hands, Unclean. — Cleanliness is next to godliness, and this applies with considerable force to the hands of the players at the whist table. A writer in *Fraser's Magazine* tells a story to the effec Charles Lamb, noticing H. soiled hands while playing him, drily observed, "If di trumps, what hands you hold!" Courtney, in his "E Whist and Whist-Players," a to the story, but puts Martin I in place of Hazlitt, and make ative of the latter declare that never originated the joke, bu it "was made by a gentlema never uttered a second witti the whole course of his life who thought it a little hard robbed of this unique ac ment."

Harvard-Yale Whist Mat See. "Whist in Colleges an versities."

Hayward, Abraham.—A known contributor to the E magazines, who wrote a n article on "Whist and Whist ers" for *Fraser's Magazine* 79, page 487), which has ofte referred to by subsequent w He was a contributor also t *Quarterly Review*, and wa posed by many to have writte it the article on "Modern W which appeared January, 18 though "Cavendish" inform that this is a mistake, and th Pole was its author. Hay played whist at the Athe Club; he was not a player highest rank, but had great ties as a critic.

Head.—To head is a p used in England, meaning to The head of a suit mean highest card or cards in it.

Hearts.—One of the four into which a pack of cards vided; one of the two red In the original Spanish cards

odern cards are derived, ere represented by cups The Italians have the *oppe*). The Germans pted hearts (*Herzen*), and ch did the same, naming rs. English cards being from the French, hearts come the recognized em-

ard Echo.—This echo n playing, third hand, an arily high card upon a rd led. when winning or ç to win the trick. The show four of the suit led, more frequently used in ian plain suits.

-card echo is a recent innova- third-hand play on small card *Foster* [*S. O.*], "*Whist Tac-*

Card Game.—Generally the manner of play fre- dopted by novices, where- ead, successively, all the gs, etc., from their best the temporary advantage a few tricks. Soon, how- hand is left bare and use- Of all the systems of y," says Foster, in his trategy" (1894), "this is discouraging to a part-

owell, however, has made card game one of the five of play, which are used in suit system under varying s of the hand. When a ds high cards (not accord- ie system of American from the top downward), his partner, according to ell: "Partner, here is a ig suit, the only thing in worth considering. Let hat I can out of it, and out for yourself." This, however, is quite different from the bumblepuppy play of jumping from suit to suit in search of trick-winners, and ruining what, if otherwise used, might have proved a great hand.

High-Card Leads.—The leads from high-card combinations; the leads other than fourth best, in the system of American leads (*q. v.*); the lead of ace, king, queen, jack, or ten.

The opening of a high card from certain combinations is universally adopted for the purpose of *trick-winning*. The choice of the particular high card is a matter of convention, simply to give *information*. The information given is either (1) as to the remaining high cards in the hand (old system); or (2) the number of small cards in the hand (American leads).—*Ellis Ames Ballard* [*L. A. H.*], *Whist, April, 1894*.

High Cards.—The five highest cards, from ace to ten inclusive. Some writers on whist, notably G. W. Pettes, include the nine among the high cards.

Try to remember as many as possible of the high cards played, particularly those of your own and partner's long suits, that you may know when they are established.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

High cards in plain suits are usually looked upon as more desirable than small trumps, because they are always good for tricks as long as the adversaries are able to follow suit, and are powerful forcing cards when the strength of trumps is against you.—*R. F. Foster* [*S. O.*], "*Whist Strategy*," *1894*.

High cards are led to take the trick and escape being trumped, to catch other high cards in opponents' hands, or to force out higher cards and promote the rank of those held by the leader; and also to indicate the character of the suit, and the number of cards held in it.—*Fisher Ames* [*L. A.*].

History of Whist.—See, "Whist, History of."

Holdings.—The cards held by the various players; the hands.

Holding Up.—To hold up is to underplay, in order to retain the commanding card of a suit; not to take a trick when you can; as, for instance, king being led, the second hand, having the ace, does not put it on. (See, also, "Underplay.")

This is a species of underplay, and consists in retaining the best card in hand for a round or two, in order to play it with greater effect later. It is quite effective when used with good judgment, particularly in the trump suit, or in plain suits after the trumps are out.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

Home Player.—One who plays whist at home, instead of at the club, or in matches; a player of domestic whist; a player of limited experience. In another sense, the home players are the players who accept a challenge, and engage the visiting or challenging team.

By home player is meant one who, from the comparative seclusion of a small place having no club, or from personal choice, plays the game mostly at home—in his own family circle, or with immediate neighbors.—*Cassius M. Paine* [*L. A.*], *Whist, November, 1892.*

Honorary Members of the League.—The by-laws of the American Whist League (article 2, section 5) provide that "individual whist-players, on nomination by the executive committee, may be made honorary members of the League by the unanimous vote of any annual meeting. Honorary members shall not be liable for any fee, nor shall they be eligible to office or privileged to vote at any meeting of the League, unless they are otherwise qualified."

The honorary members of the League, with the dates of their election, are as follows: Henry Jones ("Cavendish"), April 17, 1891; N. B. Trist, April 17, 1891; Fisher Ames, July 22, 1892; M. H. Forrest (since deceased), July 22, 1892; A. W. Drayson, June 22, 1893; William Pole, June 22, 1893.

Honors.—The ace, king, queen, and jack of trumps. Also, especially in America, the four highest cards, beginning with ace, in any suit. In the whist offshoots, known as "bridge," "cayenne," etc., the ten is also included among the honors.

The exact date when the ace, king, queen, and jack were first called honors it would be difficult to fix. It appears, however, to be somewhere in the beginning of the seventeenth century, when the primitive game of "trump" became "ruff and honours." The attachment of the extra value to the four highest cards of the trump suit thus marked an important era in the development of the game, which soon thereafter became "whisk," and subsequently "whist." Upon the introduction of short whist (five points, instead of ten as in the old Hoyle game), the honors were retained and counted at their full value, instead of being cut in two, or at least materially reduced, as they should have been. Thus it is possible in whist, as now played in England, for a player, singly, or in conjunction with his partner, to hold the four honors and count four points, leaving only one more point to be made by actual play in order to win the game. Thus luck becomes a larger element than skill. In America, honors are not counted in the game, which is made seven points, a compromise between the old ten-point game and the too-short game of five points, and thus skill becomes the more important factor in the game in this country.

It is a noteworthy fact that the American mode of scoring has caused at least one English author

se and issue an edition of his work to conform to it. "Cav-," in 1895, published, in New and London, an "American " of his world-famous "Laws rinciples of Whist," in which rs: "In the present edition ay has been made to conform American standard, and the les and hands have been re- ith the same object." Thus ve the progressive spectacle English author writing a text- on whist, and treating it as by single games instead of s; omitting all references to , doubles, trebles, and rub- oints, and abolishing the t custom of counting honors.

no secret that the committee ap- in 186 to revise the laws of whist land] had the question of the re- of honors brought before them; y feared to make so large an al- in the game, lest the new laws only meet with partial adoption.— dish" [*L. A.*], *"Card Essays."*

always seemed to me that by our laws honors count too much, and ance, or luck, has too much influ- the result of the game. My part- I may be at the score of three, adversaries also at the score of y careful play I may win the odd ut the adversaries hold two by and score game, and the odd hich I won, is not of the slightest ge to me. Again, when the score ll, I hold four by honors, but lose k; the score is, therefore, four one to the adversaries. In the nd the adversaries hold four by but I win the trick; and, as tricks efore honors, I win a double on ne, though I and the adversaries ilar cards. Had the order of the en reversed, and the adversaries t held the four by honors, then uld have won a double on the These chances necessarily reduce ces of good, sound play, and tend e whist more a game of chance skill. * * * Eliminating honors, king the game seven instead of , I consider, great improvements —*A. W. Drayson* [*L+A+*], *"Whist d Whist Decisions."*

ors, Scoring.—In the Eng- me, honors must be called or audibly announced at the end of the hand, before the trump card of the following deal has been turned, or they cannot be scored. Once claimed, they may be scored at any time during the game.

The English code (section 3), provides that honors shall be reckoned as follows: If a player or his partner, either separately or conjointly, hold the four honors, they score four points; any three honors, they score two points; only two honors, they do not score, being even.

Howell, Edwin C.—A leading short-suit advocate and player, originator of the Howell game. He was born April 21, 1860, at Nantucket, Mass., the son of a clergyman who did not allow cards to be played in the family circle. Young Howell made their acquaintance at college, and to use his own expression, it was "poker first, and then bumblepuppy." Chess was his favorite game, at which he excelled. However, he soon learned to play whist, for Foster speaks of him (*Whist*, September, 1893) as follows: "He could play whist in championship form twelve years ago, to my knowledge, and years before that he was the best player at Harvard. He was an honor man at college in mathematics."

Mr. Howell was graduated from Harvard in 1883, and went to Baltimore, where he taught school for a time. He gave much attention also to chess, and became the amateur champion of the city. It was there that he met Mr. Foster, when the latter was first beginning to take an interest in whist.

In 1887 Mr. Howell entered the newspaper business, and in 1889 he went to Boston, where he became a member of the *Herald* staff. There, he modestly tells us, he "began to

study whist in earnest." In 1893 he became a charter member and the first secretary of the American Whist Club, and in December of that year there appeared in *Whist* the first of a series of interesting and valuable papers from his pen on the probabilities of whist. He played as a member of the American Whist Club team at the Philadelphia, Minneapolis, and Brooklyn congresses of the American Whist League. In 1894 his high abilities as a player were demonstrated in the whist match by correspondence (*q. v.*) instituted by R. F. Foster. *Whist*, in reporting the result, February, 1895, said: "If individual duplicate is any test, and the 'Probabilities of Whist' are of any value, their champion deserves his victory, for E. C. Howell has fought hard for both." Out of the sixteen well-chosen players who took part in this correspondence tourney, Mr. Howell won first place, both in his eight and in the sixteen. In the New England Whist Association contests, he subsequently represented the Boston Press Club; and, in 1897, the Howell Whist Club, of which he is president. At Put-in-Bay, in 1897, he played on the team of the Boston Duplicate Whist Club. He has been secretary of the New England Whist Association since its organization.

In the early part of 1896 appeared "Howell's Whist Openings," a successful volume, setting forth his system of play, which Foster christened "the Howell game." This game, the Howell Whist Club and its team, under Mr. Howell's captaincy, is pledged to play, and its popularity is steadily increasing in New England. Foster's influence had much to do with Mr. Howell's development as a whist author, and with the game advocated in his book, "although," says Mr. Howell, "he subsequently objected to the color of the child's eyes, and is now 'groping for the true path' in whist."

During the summer of 1897, Mr. Howell published the "Howell Method of Duplicate Whist for Pairs," consisting of indicating cards, with instructions and sample score sheets, which adapt to general use the system of playing every pair against every other. The schedules on which the method is based are essentially the same as Safford's, but were discovered quite independently. (See, "Duplicate Whist Schedules.") Mr. Howell is also joint author, with F. K. Young, of "Minor Tactics of Chess."

Howell Game, The.—The system of whist-play advocated by Edwin C. Howell in his "Whist Openings" (1896), whereby he attempts to provide for the play of five different styles of games, each suited to some peculiarity of the hand. Although long-suit strategy (without American leads) is to some extent used, under exceptionally favorable circumstances, the system in its entirety is a short-suit system. (See, "Short-Suit Leads—Howell's.")

Hoyle, Edmond. — Edmond Hoyle, by his ardent admirers styled the "Father of Whist," was born, according to what seems the most trustworthy authority, in 1679, although a widely accepted date is 1672. He is said to have been called to the bar, and he styles himself "a gentleman" in the first edition of his book. Pole says: "It is clear he was a man of good education, and moved in good society." He was possibly one of the players who frequented the Crown Coffee-House, in Bedford

bout the year 1730, when as taken up by the leading of that resort. It had a unsavory reputation as a game, played chiefly by s and sharpers, and was in ive and undeveloped stage, is its structure, laws, etc., ncerned. Hoyle was greatly ed with its merits and possi- and after having studied stered it, he determined to professionally, and to take the hands of the gamblers sing their tricks, although thorities suspect Hoyle of been something of a gam- nself, and a man who lived wits. However this may certain that better whist d, and that his fame as an or spread throughout the It is recorded that in 1741 living in Queen Square, , successfully pursuing his as the first teacher of It appears that he had p manuscript notes of rules ections for his pupils, and f these having been surrep- obtained, and put in circu- he determined to publish mself in book form, under ection of the law. Thus, in peared his famous volume, ong title, beginning as fol- 'A Short Treatise on the of Whist, Containing the the Game, and also Some Thereby a Beginner May, ue Attention to Them, to the Playing it Well." editions were rapidly ex- and thus the game was hly studied by thousands ld otherwise have remained ance of its true merits. The self was much improved, recisely the form of long with honors, as it has own to the present day.

"The essential difficulty to be met with in the game of whist," says Dr. Pole, "always has been, and is still, the fact of all the cards except the player's own (and the turn-up when he is not the dealer) being concealed from him. In the primitive game this difficulty was simply ignored. The player considered his own hand alone, and did the best he could with it. Hoyle soon saw the influence that the concealed cards had on the art of trick-making; he taught the policy of considering them, though they could not be seen; and he showed the possibility of inferring, to some extent, what any hand contained by the cards which fell from that hand in the course of play. This was the great lesson of attention to the 'fall of the cards,' which was one of the most salient features of his instruction."

In the early editions the author offers for a guinea to disclose the secret of his "artificial memory, which does not take off your attention from your game." The success of his first book encouraged Hoyle to bring out similar manuals on "Backgammon," "Piquet," "Quadrille," and "Brag." An amusing skit, "The Humours of Whist" (1743), satirized the teacher and his pupils, and alluded to the dismay of sharpers who found their secrets made known. The principal characters are: *Professor Whiston* (Hoyle), who gives lessons in the game; *Sir Calculation Puzzle*, an enthusiastic player who muddles his head with Hoyle's calculations and always loses; pupils, sharpers, and their dupes. In the prologue Hoyle's devotion to the game is thus alluded to:

Who will believe that man could e'er exist,
Who spent near half an age in studying whist?

Grew grey with calculation, labor hard,
As if life's business centered in a card?
That such there is, let me to those appeal,
Who with such liberal hands reward his zeal.
Lo! Whist becomes a science, and our peers
Deign to turn schoolboys in their riper years.

Other satirists also poked fun at Hoyle. In the *Rambler* for May 8, 1750, appears an epistle from "A Lady that had Lost her Money," who states that she was a pupil of Hoyle, who, when he had given her not above forty lessons, declared she was one of his best scholars. The *World* of February, 1753, comments on the "Offensive Manners of Whist-players," and suggests the publication of a book, to be called "Rules of Behavior for the Game of Whist," "in imitation of the great Mr. Hoyle." The same journal, in April, 1754, remarks that while the science of whist "has been rendered systematical by the philosophic pen of Mr. Hoyle, the art still requires treatment," and that a gentleman, now in the Old Bailey prison, at his leisure hours, has nearly completed a work which will "make the art clear to the meanest capacity." In 1755, Colman and Thornton, in *The Connoisseur*, remarked that Hoyle, having "left off teaching," the formation of a school was in order, "where young ladies of quality might be instructed in the various branches of lurching, renouncing, finessing, winning the tenace, and getting the odd trick, in the same manner as common misses are taught to write, read, and work at their needle." John Carteret Pilkington, in his memoirs, speaks of gratifying the mania of the fine ladies of the day for "cards, cards, cards," by "a paraphrase upon Hoyle, which, neatly bound in turkey, a lady may read at church instead of her prayer-book." Hogarth, the caricaturist, introduced into the breakfast scene, in "Marriage à la Mode," a volume lying on the carpet in the centre of the room, and inscribed "Hoyle on Whist."

Hoyle was frequently mentioned in the literature of the day, as we have already seen. In 1752 his name is enshrined in a "Hymn to Fashion." His teachings are commented upon in the *Gentleman's Magazine* for February, 1755. Also in Fielding's novel, "Tom Jones" (book 13, chapter 5); in Alexander Thomson's epic entitled, "Whist" (1792), and in Byron's "Don Juan" (canto 3, verse 90), which first appeared in 1821.

Very little else is known of Hoyle, except that he gave up personal teaching in 1755, and that in 1769 the newspapers contained accounts of his death, mentioning him as a well-known public character. A writer shortly afterwards quotes from the parish register of Marylebone, showing that he was buried on August 23, 1769, and adds: "He was ninety years of age at the time of his demise." In the *Gentleman's Magazine*, 1769, page 463, his death is said to have taken place August 29, 1769, at Welbeck street, Cavendish Square, and his age is given as ninety-seven. He was buried in Marylebone churchyard. His will, dated September 26, 1761, was proved in London on September 6, 1769; the executors were his sister, Eleanor, a spinster, and Robert Crispin (*Notes and Queries*, 7th ser., vii, 481–2). No authentic portrait is known; the picture by Hogarth, exhibited at the Crystal Palace in 1870, represents a Yorkshire Hoyle, and not the Hoyle of whom Byron said:

Troy owes to Homer what whist owes to Hoyle.

parallel, in the opinion of
le, hardly does justice to the
"for he was far more than
torian of whist; he may es-
ly be considered its founder."
e was the first to write sci-
ılly on whist, or, indeed, on
:d game. His "Short Trea-
ıoon became popular. He
areless editor, but possessed
rous style of writing and
originality. He seems to
rofited by the experience of
t players of the day, and in-
:d many improvements in
:essive editions. The "Short
e" was entered at Stationer's
ı November 17, 1742, by the
, as sole proprietor of the
ght. The price, one guinea,
se to piracies, of which the
peared in 1743. Hoyle's own
edition (1743), with addi-
ras sold at two shillings, "in
pocket size." The third and
editions were published in
n the fourth edition the laws
educed to twenty-four, and
ained until the twelfth edi-
hen the laws of 1760 were
In the eighth edition (1748)
n new cases are added, to-
with the treatise on quad-
ıiquet, and backgammon.
nth edition (1748) appeared
ıe Accurate Gamester's Com-
." The tenth edition (1750
55) bears the same title as
hth, with which it is identi-
'or many years every genu-
py bore the signature of
In the fifteenth edition
it is reproduced from a wood
Hoyle's laws of 1760, re-
ɔy members of White's and
rs', ruled whist until 1864,
hey were superseded by the
rawn up by the Arlington
Turf) and Portland Clubs.
Hoyle's death, C. Jones re-
many editions. The book
has been frequently reprinted down to recent times. The word "Hoyle" came to be used as representative of any book on games. An "American Hoyle" was published about 1860. "A Handbook of Whist on the Text of Hoyle" was published by G. F. Pardon in 1861, and "Hoyle's Games Modernized," by the same editor, in 1863, 1870, and 1872. "The Standard Hoyle, a Complete Guide Upon all Games of Chance," appeared in New York, 1887. A French translation, "Traité Abregé de Jeu de Whist," was issued in 1764, 1765, and 1776, as well as in the "Académie Universelle des Jeux," 1786. A German translation, "Anweisung zum Wistspiel," was printed at Gotha, 1768. An exhaustive list of the publications of Hoyle was published in English *Notes and Queries* in 1889, by Julian Marshall.

Hoyle was more than the chronicler—he was practically the inventor of the game. To him, in a metaphorical sense, might be applied the words used of the Roman emperor, "He found it brick, and left it marble."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

A teacher was urgently needed, and the occasion produced the man. The sage was Hoyle—the mighty Edmond Hoyle—whose name and death are about the only solid facts definitely ascertained about him. The incidents of his life are almost a blank. He was a preceptor in whist, giving lessons in the gay science at Bath and London, and for a time he condescended to "wait on ladies of quality, at their own houses, to give them lectures" in the art: but this was before 1755.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

The fifth edition of Seymour's "Compleat Gamester" was printed in 1734, and in it he designated whist as a "very ancient game among us." Hoyle has erroneously been styled its father. His treatise was not printed until 1742, and there is no evidence that he devised a lead or invented a play. He did but set down in pamphlet form the current business of the day concerning it. He was a recognized gambler, who made calculations upon chances and arranged tables of computations for laying wagers upon all manner of games and sports.—*G. W. Pettes* [*L. A. P.*], "*Whist Universal.*"

Hoyle Game, The.—Whist as taught and played by Edmond Hoyle and his school; the old English game of long whist, ten points, with honors counting.

This game gives great scope to personal skill, which is indeed its main characteristic and its chief requirement, as it depends chiefly on personal skill for its successful practice. It embodies no enunciation of any general system of play, or of any fundamental guiding principles; attention is directed to a great variety of isolated occurrences that may be met with, and advice is given as to what should or may be done in each case; so that the player, keeping these examples in mind, may use his own discretion in their application when analogous cases arise. And by frequent practice, the power becomes matured of dealing successfully, and often brilliantly, with the many chance combinations that may present themselves in the course of play. For this reason, the Hoyle game has always been peculiarly acceptable to intelligent and clever players, as giving them an opportunity of exercising their powers of profiting by them. It may be said to have prevailed in the best whist circles unchanged for more than a century after its introduction. * * It still retains a large hold on whist-players.—*William Pole* [*L. A +*], "*Evolution of Whist.*"

Hoyle Player.—A whist-player who plays the old-fashioned game of Hoyle, or after the manner of Hoyle and his school, in whose day the idea of playing both hands as one had not yet been evolved, and scientific whist, as played today, was entirely unknown. Therefore, a Hoyle player is, practically, an old fogy; one opposed to new and improved methods.

But the Hoyle player will probably answer: "It may be so, but I do not like nor want your improvement. I decline to submit my play to the tyranny of systematic rules and principles, or to the fancies of my partner. I prefer the freedom of acting as my own judgment may direct me. I do not approve your combine l action. I can take care of myself; I shall play what I think proper, and my partner can do the same. Take your philosophy to the women and the tyros for whom you wrote it, and do not bring it to me."—*William Pole* [*L. A +*], "*Evolution of Whist.*"

"Humbug Whist."—A variety of double-dummy, in which the two players sit facing each other. After the cards are dealt they examine their own hands, but not those of the dummies. If a player is dissatisfied with his hand he may take up the hand on his right instead. In case the dealer exchanges his hand thus, the trump remains the same, although he, of course, loses the turn-up card. Only the hands held by the living players are played, and each deals in turn, there being no deal for the dummies. The five-point English game, with honors counting, is generally played. In some places the game is played with variations; as, for instance, giving the dealer the privilege of announcing trump, after examining his hand, instead of turning up the last card.

"Humbug whist" is a variety of double-dummy, in which the players may exchange their hands for those dealt to the dummies, and the dealer may sometimes make the trump to suit himself.—*R. F. Foster* [*S. O.*].

"Humours of Whist."—The full title of this amusing brochure, which followed closely upon the publication of Hoyle's "Short Treatise," was: "The Humours of Whist, a Dramatic Satire; as acted every day at White's and other coffee-houses and Assemblies." As stated in the article on Hoyle, the principal characters were *Professor Whiston*, or Hoyle, in other words, and *Sir Calculation Puzzle*. The latter gives some amusing explanations of his bad luck at whist. For instance: "That certainly was the most out-of-the-way bite ever heard of. Upon the pinch of the game, when he must infallibly have lost it, the dog ate the losing card, by which means we dealt again, and, faith, he won the game." Some of his elaborate methods of calculating

it play are given in the fol-

vere nine-all. The adver-
three and we four tricks.
trumps were out. I had
id two small clubs, with
Let me see: It was about
lred and twenty-two and
ves to—'gad, I forgot how
iat my partner had the ace
; ay, that he had not both
seventeen to two; and that
ot one, or both, or neither,
nty-five to thirty-two. So
ing to the judgment of the
l a club; my partner takes
ie king. Then it was ex-
hundred and eighty-one
two hundred and twenty-
em. He returns the same
I win it with my queen,
n it again; but the devil
Lurchum, by passing his
, he took the trick, and
wo more clubs and a thir-
rd, egad, all was over."
pporters of Hoyle are full
ition for his book. Chief
hem is *Sir Calculation*
who says: "There never
xcellent a book printed.
e in raptures with it. I
ith it, sleep with it, go to
it with it, go to church
I pronounce it the gospel
players." *Lord Slim* re-
I have joined twelve com-
the Mall, and eleven of
re talking about it. It's
t of all conversation, and
the honour to be intro-
to the cabinet. Why,
e laughed intolerably un-
can tell how many hun-
odd it is for or against one
partner has or has not
rd or such a card."
ian Jobber is much in-
his son's taking lessons
sor Whiston instead of
to his business. He
breaks in upon the two, and asks the *Professor* to "desist his visits for the future."

"*Prof.*—O, sir, there was no necessity for this abruptness. I shall certainly obey you. I don't want half a word. For know, sir, it is a favour that I attend your son.

"*Young Jobber*—O yes, sir, a prodigious favor.

"*Ald.*—Favour, blockhead!

"*Prof.*—Yes, sir, a favour; for at this instant, half-a-dozen dukes, and as many earls, lords, and ladies, are waiting for me."

And so he makes his exit, while the young man whispers: "Pray don't mind the old gentleman, *Mr. Professor*, he's *non compos*. Please accept of these five pieces."

The *Professor* is elsewhere handled in this fashion:

"*Beau.*—Ha! ha! ha! I shall dye! Yonder is *Lord Finesse* and *Sir George Tenace*, two first-rate players; they have been most lavishly beat by a couple of 'prentices. Ha! ha! ha! They came slap four by honours upon them at almost every deal.

"*Lord Rally*—I find, *Professor*, your book does not teach how to beat four by honours! Ha! ha! ha!

"*Prof.* (aside)—Curse them: I'd rather have given a thousand pounds than this should have happened. It strikes at the reputation of my treatise.

"*Lord Rally*—In my opinion, there is still something wanting to compleat the system of whist; and that is, a Dissertation on the Lucky Chair! (*Company laugh.*)

"*Prof.*—Ha! ha! ha! Your Lordship's hint is excellent. I'm obliged to you for it."

Ignorant Players.—Players who have not yet learned the game properly, but very often imagine they know all about it, thereby

making themselves great nuisances at the whist-table. Ignorant players, confirmed in their ignorance, often rejoicing in it, and scorning the book game, may be set down as bumblepuppists.

There is a stage in the progress of most whist-players where they think they know it all. It is, however, an early stage, and when they have emerged from it they begin to know something about whist.—*Fisher Ames* [*L. A.*].

The pretence of ignorance as to etiquette is often as disgusting as the commission of the offense. Repeat day after day that such a thing is wrong, and you find the offense again committed; and again you receive a denial that the offending party knew that he was doing wrong, and thus insult is added to injury.—*The Westminster Papers* [*L. O.*].

Illustrative Hands.—The hands in a game of whist shown in a diagram recording the play and published for information, instruction, or criticism. Although it is only of late years that the full value of this mode of instruction has been recognized, illustrative hands, or at least descriptive hands, were published as early as the time of Hoyle. In 1743, shortly after the publication of his celebrated "Short Treatise," there was published in London a satire, "The Humours of Whist" (*q. v.*), which contained an example of the latter portion of a hand in which the game is won by a brilliant coup. It has been suggested that this may have been devised and taught by Hoyle himself. "Cavendish" ingeniously supplied the earlier portion of the hand, so that we have here the earliest example of illustrative play published. Spades are trumps, the six being turned by Z (*Sir Calculation Puzzle*), who is Y's partner. A (*Shuffle* and B (*Lurchum*) are the other partners. The score is nine-all (equivalent to four-all at short whist, the present English game, or six-all in the American game).

Tricks.	A	Y	B	
1	6 ♢	2 ♢	K ♢	
2	3 ♠	2 ♠	A ♠	
3	♡ 2	♡ 7	♡ K	♡
4	♡ 3	♡ 8	♡ Q	♡
5	♡ 4	♡ 10	♡ A	
6	9 ♠	4 ♠	7 ♠	
7	10 ♠	5 ♠	8 ♠	
8	♣ 10	♣ K	♣ 4	♣
9	♣ J	♣ 5	♣ 6	♣
10	7 ♢	♣ 3	♣ A	♣
11	♡ 6	3 ♢	♣ 8	
12	10 ♢	8 ♢	♣ 7	
13	Q ♢	9 ♢	♡ 5	

Score: A-B, 7; Y-Z, 6.

The part described in the mours of Whist" begins at eight, where *Lurchum's* (B's) is very good. He allows Y t with the king of clubs, tha partner may be led up to. *Calculation Puzzle's* (Z's) p says "Cavendish," "is very At trick nine he should finess nine of clubs. Not having so, he should see that the a clubs is being held up against and at trick ten should lea four of diamonds. If *Sir Ca tion* finesses the club at trick then comes *Shuffle's* turn to good coup. Having won wit knave of clubs at trick nin should lead the six of hea trick ten, and next the sev diamonds (not the queen)."

Twelve years after the abo ample, still in Hoyle's time, was published in a literary je called *The Connoisseur*, for 2 20, 1755, a description of a cor game; and though the cards a given in detail, enough is a

a skillful and experienced to discover how they must Cavendish" has again suc- y made out the hand, which :culiar one in this respect, ıch player has only three ıd that to no trick do all the follow suit. It is repub- in Pole's "Evolution of ' together with a third whist hand, which origi- ppeared in 1791, two years loyle's death, in an epic "Whist," by Alexander ɔn. There is connected with nd the following little love *Pusillo*, before demanding nd of *Smilinda*, desires to n whether she can keep her at cards. The opportunity s itself at whist, when *Smi-* nd he are partners against *Rebecca* and *Squire Booby*. r to try his lady love, *Pusillo* ly omits to trump an oppo- rinning card, thereby losing ıe. At this

ted up, she stamp'd, she raged, wore;
ed her wrong, and threw the away,
ɣer in his presence deign'd to

se, the match was off, and h *Smilinda* subsequently d, and wrote to him "no o resent her rude mistake," was inexorable. The play ıand is not of a very high

ng down to more recent re find the first suggestion ralue of illustrative hands, ams, as a means of instruc- "The Whist-Player," the tion of which was published lon, 1856, by "Lieutenant- B." (H. C. Bunbury). ɔnly merit to which this can lay claim," says the "is novelty in the plan pursued. It being generally allowed that no one can learn the game of whist, and acquire a facility of readily playing the different hands, without having the cards spread out before him; and being aware of the silly objection most people entertain against being found 'learning to play cards,' although they will, without hesitation, openly sit down to learn to play anything else (a distinction without a difference) — the idea struck me that a book of instruction might be so contrived as to do away, in a great measure, with the necessity of strewing a pack of cards on the table, viz.: by annexing sketches or drawings of the different suits or hands which the writer's instructions attempt to explain, and to which the reader can without trouble immediately refer. I imagine that the memory will be materially assisted by recalling these pictured impressions."

This was a good beginning, but Dr. Pole went still further when, in *Macmillan's Magazine* for December, 1861, he suggested that "it would be a great boon if some good authority would publish a set of model games at whist, with explanatory remarks, found so useful in chess, for example." This suggestion led to the publication of "Cavendish's" great work, "The Laws and Principles of Whist," which was the result of actual play, and in which the desired illustrative hands were freely given. Dr. Pole himself, in an appendix to his "Theory of Whist," gives five interesting hands illustrating the long-suit theory, and he says in a foot-note: "This mode of illustrating whist by model games was first suggested by the author of the present work in *Macmillan's Magazine* for December, 1861." The London *Field*, the *Westminster*

Papers (London), and numerous books on whist published since "Cavendish" first set the example, have described whist-play by means of illustrated or model hands. In this country they have been a regular monthly feature of *Whist* (Milwaukee, Wis.,) ever since its first publication. In a recent number of that journal (September, 1897), John W. Rogers, of Mansfield, Mass., makes the following suggestion, which is endorsed by the editor: "Would not your readers be interested in airing their opinions as to proper leads of hands which you might publish? The cards to be dealt—one hand published, requesting correspondents to give best opening lead of hands, and their reasons therefor. The replies from short-suiters, middle-of-the-road, or intermediate card leaders, straight long-suiters, invitation card leaders, etc., might, it seems to me, furnish very interesting reading. The later publication of the hands as dealt, with results of different systems suggested, should help the game, and would at least prove of interest to outsiders."

Twenty examples of illustrative hands are given by G. W. Pettes in his "American Whist Illustrated," and C. D. P. Hamilton's "Modern Scientific Whist" is largely explained by the use of diagrams and hands. Foster's "Whist Tactics" contains 112 hands taken from actual play, and many are also found in Howell's "Whist Openings." In fact, nearly all the recent writers on whist use illustrative hands with good effect. (See, also, "Duke of Cumberland's Hand," and "Phenomenal Hands.")

Hands [taken from actual play] showing good, bad, and indifferent play, with comments, are considered of more value than the illustration of pre-arranged hands.—*C. D. P. Hamilton* [*L. A.*].

The author feels that nothing of illustration of principles, ca structive as a selection of han completely through, and accom copious explanations.—"*Cu:en A.*], "*Laws and Principles of W*

The publication of even a larg of hands to illustrate one side or should be received with caution they are to be regarded as pro thing. The variety of combi immense, and almost any ecce will sometimes win tricks Ha picked out to support almost a —*Fisher Ames* [*L. A.*], *Whist*, *1896*.

You will find in the latter par endish," in the *Field* occasional the *Westminster Papers*, what a "illustrated hands"—that is t fifty-two cards arranged in the h —and the play given by which number of tricks were won on or the other. To arrange the given, and to work out the ha excellent method to discover an on the memory what may be the cards.—*A. W. Pratt* on "*The Art of Practical Whist*."

Illustrative Hands, Rec—Numerous methods of re and illustrating whist-pla been devised during the pas five years. Illustrative h order to be most useful an tive, require a simple, cl attractive system of notati as the reader will find used t out this volume. Our pa the present article is to rev various stages through wh highly improved and sati representation has been arr

We have already traced t tory of illustrative hands idea of publishing hand pletely played through as of imparting instruction w gested by chess, and first em by "Cavendish" in a sys and thorough manner. A nally conceived, the systen tation was very crude, and r a constant repetition of expl notes to make it understood iature cards in type were th

ı, and the size and suit were ı by ordinary type and figures. ı necessary to have a separate ın to show who led in each and another column to show von. The cards were given e order in which they fell, ut any effort to keep the hand :h player in a separate col- This made it impossible for the reader to pick out the hand of any individual to see what he held to justify his play, and necessitated a separate diagram, giving the distribution of the suits among the four players. The following diagram, from the first number of the *Westminster Papers*, published in April, 1868, will show the system of illustrating the play thirty years ago:

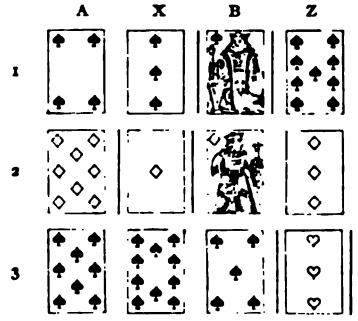
Trick I., W leads.	C 6	3	10	A	Trick I., won by Z.
Trick II., Z leads.	S 2	Kv	A	4	Trick II., won by X.
Trick III., X leads.	H 3	5	Kg	6	Trick III., won by Z.

ew months later, we find the aces taking the place of the s and figures; but the old gement of separate columns, to indicate the leaders and winners in each trick, is retained, as shown in the following illustration, which is from a hand published in 1868:

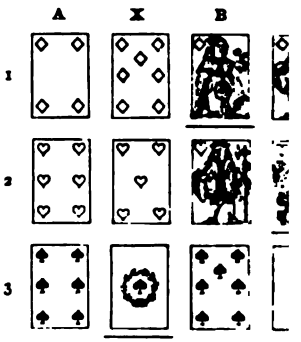
Trick I., A leads.	♡ ♡	♡ ♡ ♡	♡	♡	Trick I., won by D.
Trick II., D leads.	♣	♣ ♣ ♣ ♣	♣ ♣ ♣ ♣	♣ ♣ ♣ ♣	Trick II., won by D.
Trick III., D leads.	♣ ♣	♣	◇ ◇	♣ ♣ ♣ ♣	Trick III., won by C.

December, 1868, Sydney King sted the foundation of the ıt system, which is to keep ıand of each player in the same column. He proposed to do away with the two side columns, and to indicate the winning cards by placing heavy rules on

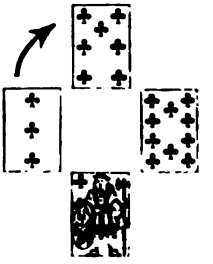
each side of them. An explanatory note stated that the card under the margined card was the next one led. The original leader's hand was always placed in the first column, the dealer's in the last; and the letters A and B were used to distinguish the leader and his partner from Z and X, who were the dealer and his partner. The new diagrams presented the following appearance:



This system of notation retained its popularity for several years, the only change being for a short time in 1872, when the winning card was entirely enclosed in black rules for the sake of greater distinctness. This was found to be troublesome and expensive to set up in type, and soon fell into disuse. Several years later the side rules were also abandoned, and a single heavy underline was employed to designate the winning card in each trick. This method is still in use, wherever the old style card-faces are used to show the hands, and it has the advantage of enabling the reader to place the lead, and to count up the winning tricks with greater ease; but it is still defective, because it fails to present a clear picture of the distribution of the suits in the various hands. The following illustration is from one of the hands shown in this way:



As a variation from the co system, some writers were ir habit of using what is know the "Catherine wheel" nota in which the four cards of trick were represented as would appear upon the tab pointer of some kind being pl between the leader's card and played by second hand, to s the order in which the cards fe



This system, while well ada for analyzing hands trick by t takes up a great deal of spac very expensive in type-setting. has the old defect of requiri separate diagram to show the tribution of the suits in player's hand.

ler to save space and com-
, the earlier newspapers
l the initial and figure sys-
eeping the hand of each
in a separate column, and
ng the winning card by an
or cross, as shown in the
ıg example:

THE PLAY.

forth.	East.	South.	West.
2 H	6 H	4 D x	A H
5 S	3 S	K S	7 D x
3 D	6 D	2 D	A D x
5 D	J D	8 D	K D x
K C x	6 C	3 C	4 C

method, while enabling the
:o follow the course of play,
it very difficult for him to
ıt the distribution of the
In order to remedy this de-
was suggested by R. F.
in 1891, to place the initials
lack suits on different sides
column of figures, and to
ish black from red by using
and lower case. This en-
he reader to pick out the
· of each suit in the hand
player at a glance, and
reatly to the interest in fol-
the play. The following
ion will show the appear-
the same cards as those in
t diagram, when they are
d on this plan:

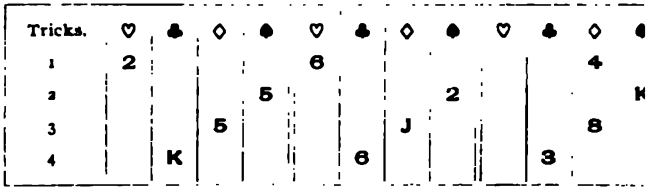
2	H 6	4 D*	H A
5 s	3 s	K s	7 D*
3 D	6 D	2 D	A D*
5 D	J D	8 D	K D*
K *	c 6	c 3	c 4

lifference in the upper and
ase, and the necessity for
each initial always on its
le. led to many mistakes in
ading, and the confusion
esulted often spoiled an en-
ticle. But the system was
ledged to be better than any
suggested, and needed only
dition to make it perfect.

This was a very simple thing when found, but for six years it does not seem to have occurred to any one. It was to take the ordinary card-pips and make those for the red suits with outline faces, leaving those for the black suits solid, and then to arrange them so that only one red and one black suit should be on the same side of the column of figures indicating the size of the cards. This is now generally known as Foster's notation, and was introduced to the whist world by the New York *Sun*, of which he is the whist editor, special matrices being cut, from which fonts of self-spacing type were cast. The clearness of the new diagrams were immediately recognized, the reader being able to see not only the exact distribution of the suits, but the cards remaining in each player's hand at any stage of the game. *Whist*, the official organ of the American Whist League, adopted the new system for the official records and illustrative hands, and it is now used by all the leading whist writers, both in their text-books and in newspaper articles.

The examples of whist strategy that are given in illustrative hands are now frequently taken from important matches. When it is desired to keep a record of the play, the cards are left in the exact order in which they fall, and are replaced in the pockets of the duplicate trays without shuffling. They are then taken to the official scorers, who lay them out on the table and put down the size of each card on a blank prepared for the purpose. These blanks have sixteen vertical columns ruled on them, four for the hand of each player. At the top of these columns is an indicator to show the four suits, and in recording the hand the scorer need not put down the initial of the suit, but

places the size of the card in the column headed by the mark of the suit to which the card belongs. The following illustration will give one an idea of these diagrams hands of three players only shown:



These blanks are printed on thin paper, so that five or six copies can be taken at a time by using carbon between. One copy is given to the captain of each team, and one is filed with the recording secretary of the League. Any extra copies are usually for whist editors, who may wish to make a detailed analysis of the play.

Imperfect Pack.—A pack of cards which is faulty, unfair, or unsuitable for play; one containing duplicate cards, or from which a card or cards are missing, or which contains cards which are torn or so marked that they can be identified.

A pack may be imperfect or incorrect by having a card short, or from having a duplicate card, or from having a card of the other pack in it.—*Charles Mossop* [*L. O.*]. *Westminster Papers, October 1, 1875.*

Suppose a pack contains two fours of spades, instead of a four and five; this is unimportant, and might remain long undetected. At length they are played together and immediately perceived; yes, and then to one that it has not been the best player who has first made the discovery. This affair has often made a subject for a joke, and perhaps a bystander would be wrong to interfere in such a case. We have seen it carried to great lengths; the players certainly "were very unskillful," but it was strange that out of four players not one should have discovered the defect * * * For two hours the party had been playing with two packs, one of which had no aces, and the other no kings. It was amusing to hear the discussions at every round on the o and the honors; at every momen appeared on the point of discover deficiency, and then again their tion was diverted into another cha *Deschapelles* [*O.*], "*Laws*," *Article*

In.—Unplayed cards are s be "in," or "in play."

Inattention.—The first gre son which Hoyle strove to incu in the then limited science of was for the player to watch th of the cards; in other words, t strict attention to the play, in to be able to remember what were out, and to draw proper ences. Inattention at the table, on the part of players ought to know better, has many games, and led to muc pleasantness between partner

No observant player can have fa notice the loss he suffers by momen taking his eyes off the table.—*Wes ster Papers* [*L. O.*].

Fully twenty per cent of the poin by any average player may be set to sheer inattention. Fortunate him, his adversaries are generall of similar carelessness.—*William Smith* [*L. O.*].

Alleged forgetfulness at whist most other things, is far more fre inattention than forgetfulness. T of the cards has not been watche the proper inferences have not drawn at the moment. A player c be said to have forgotten what he knew.—*Fraser's Magazine.*

ne from Whist. — The
playing for stakes, in-
n in England for a century
alf, has produced another
effect, which is thus no-
y "Portland," in "The
able:" "There are many
:hat believe a certain in-
to be derived from whist.
: on record men that eked
ir income by this means.
ıcceeded for a series of
ɔut the time came when
l their season of adversity,
:ir winnings melted like
fore the sun." (See, also,
ling.")

endent Players.—A cer-
ɔunt of independence on the
ı whist-player may be evi-
his mastery of the game,
is knowledge when to obey
bey the rules to advantage.
ırried to excess, and espe-
hen backed up only by a
ited knowledge of the game,
:alled independence is al-
bad as downright bumble-
y. v.).

the good players who prefer the
ned rules, there are occasionally
independent players, who ridi-
ng according to rules and con-
ıt all. They are generally great
. They cannot play a card
ɔllowing some conventional sys-
: rule which gives, or is intended
to give, information; only they
eir own rules and conventions,
are always poor and ineffective
l with those which are the re-
e experience of the best players
generations. They are gener-
e cranks than the players who
closely bound by the rules.—
nes [*L. A.*].

stors.—In duplicate whist,
other devices, placed on
les to show the players
eats they are next to oc-
hen playing a schedule
ng many changes.

Indifferent Cards.—Two or more cards of a suit which are held in sequence, or which become of equal value after the intermediate cards have been played; cards of equal value for trick-making purposes.

Mr. Trist had noticed the advantageous use that had been made of variations in the play of indifferent high cards—*i. e.*, cards of equal value for trick-making purposes.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Individual Record.—The record of any one player, especially at duplicate whist, in playing which it is possible to accurately determine, not only the relative merits of the play of pairs, teams, or clubs, but of single players. This is accomplished by means of play conducted in accordance with individual schedules.

Inferences.—Information drawn from the play, or fall of the cards, in accordance with the rules. For instance, if your partner, having taken the trick, does not return your trump lead, you infer he has no more. The many latter-day refinements in whist signals, echoes, etc., make it more difficult at all times to draw the correct inferences, and care should be exercised not to arrive at too hasty conclusions. There are certain conventional plays from which inferences may be easily and accurately drawn, however, especially when players employ the same system of play. In fact, the chances for drawing inferences are so frequent that every round must be closely watched. The finest players are those who can most quickly and accurately detect the proper inferences, and make the best use of them. Here are some of the more important inferences that may be drawn from high-card original leads, as laid down by Hamilton:

LEAD.		INFERENCES.		
First.	Second.	Shows.	Denies.	Number in Suit.
Ace	King	. . . . .	Queen	5 or more
Ace	Queen	Jack	King	4
Ace	Jack	Queen	King	5 or more
Ace	Ten	Queen and jack	King	4
Ace	Nine	Queen, or jack and ten	King	5 or more
Ace	Fourth	Two higher	King, queen, and jack	5 or more
King	Ace	. . . . .	Queen	4
King[1]	Queen	Ace	Jack	4
King[2]	Queen	Two small	Jack	4
King[1]	Jack	Ace and queen	. . . . .	4
King[2]	Jack	Queen	. . . . .	4
King	Ten	Queen and jack	Ace	4
King	Nine	Queen and ten	Ace and jack	4
King	Fourth	Queen	Ace and jack	4
Queen	Ace	King	Jack	5 or more
Queen[3]	King	Ace	Jack	6 or more
Queen[4]	King	. . . . .	Jack	5 or more
Queen	Jack	Ten	Ace, king, nine	4
Queen	Ten	Jack	Ace, king	5 or more
Queen	Nine	Jack, ten	Ace, king	4
Queen	Eight	King, ten, nine	Ace, jack	5 or more
Queen	Small	King and two higher	Ace, jack	5 or more
Jack	Ace	King, queen	. . . . .	5
Jack[5]	King	Ace, queen	. . . . .	6
Jack[6]	King	Queen	Ace	5
Jack[5]	Queen	Ace, king	. . . . .	7 or more
Jack[6]	Queen	King	Ace	6 or more
Ten[7]	King	Jack	Ace, queen	4
Ten[7]	Jack	King	Ace, queen	5 or more
Ten[8]	Fourth	King, jack	Ace, queen	4 or more

[1] King winning.
[2] King losing.
[3] Queen winning.
[4] Queen losing.
[5] Jack winning, ace not in third hand.
[6] Jack losing, or ace in third hand.
[7] Ten forcing queen.
[8] Ten winning.

If partner leads a trump, the common inference is that he is possessed of great strength, and wishes trumps drawn. If he leads from a plain suit, it is obvious that he is not very strong in trumps, but that the suit led is his strongest, which he desires to establish (taking for granted, of course, that he plays the long-suit game). If he leads a small card, he says he has no combination from which a high-card lead would be proper. If you led originally, and partner is returning your suit, you infer that he has not the master card if he does not lead it, and that it is against you. If he returns your plain suit without showing you his own first, you infer that he has no good long suit, and is ready to play your game. These, and many like inferences, are drawn from conventional play. Dr. Pole treats the subject exhaustively in his "Philosophy of Whist" (pp. 60-64), and Charles E. Coffin, in "The Gist of Whist," also gives concise and minute information, in tabular form, showing the proper inferences from the various leads. All the leading text-books pay careful attention to the subject.

inference from each play made adversary or partner.—*Milton L. A. H.*], "*Whist of To-day.*"

good whist it is necessary to be raw the important inferences dity and accuracy.—*C. D. P.* [*L. A.*], "*Modern Scientific*

it strength of the expert lies in y to draw correct inferences fall of the cards, and to adapt the circumstances.—*R. F. Fos-* "*Complete Hoyle.*"

nces for drawing inferences be- ery round played. The neces- se attention to the business of is enforced by this considera- *W. Pittes* [*L. A. P.*], "*American strated.*"

not be overlooked that unsound en deceive unintentionally, and sometimes with intention. It re, necessary to be on your inst drawing inferences too *Cavendish*" [*L. A.*].

ıation.—Intelligence con- means of the play of the whist. Legitimate infor- s a necessary part of the pecially so between part- order that they may play nbined hands to the best e. To some extent all y is informatory, although a difference of opinion layers, and especially the as to how much informa- pecially of an arbitrary should be given. All are iat too much information pe given to partner, but information should always him at the risk of the ad- obtaining and making use , is the mooted point. As players of the long-suit nd American leads are give the widest publicity hands for the sake of in- partner. Short-suit play- especially the opponents merican leads, pursue the course.

er should take advantage of m imparted by his partner through a breach of etiquette.—*Etiquette of Whist* (*American Code*).

The more plainly you demonstrate your hand to your partner, the better.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player,*" *1804.*

No sooner does the play begin than information is at once conveyed as to the contents of the various hands, by means of what is termed the fall of the cards.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Instead of the maxim, "It is more useful to inform your partner than to deceive your adversary," I would substitute this: "Your single partner can do more good than both your adversaries can do harm, by utilizing information you may give by your play."—*R. A. Proctor* [*L. O.*].

Play according to the rules and conventions, so as to give as much information to your partner as you can; but do not let these stand in the way of making the best score possible under the circumstances of the hand, as there are exceptions to every rule.—*Clement Davies* [*L. A+*], "*Modern Whist.*"

I am not an enemy of the information-giving game. It is not on account of its informatory character that I object to the long-suit game. The player must give information, or a partnership game is out of the question. The only matter of choice is, what sort of information is the most advantageous.—*E. C. Howell* [*S. H.*], "*Howell's Whist Openings.*"

Experience has shown that leads which give the most information, are also those which lead to the greatest success. When, however, to give this information to both partner and adversaries, and when to withhold it, becomes a question for reasoning. Yet every person who desires to become a first-class whist-player, must know, and be able to make the best use of, American leads.—*A. W. Drayson* [*L+ A+*], "*The Art of Practical Whist*" (*Appendix to the fifth edition*).

The new school adopted the golden maxim of Clay: "It is of more importance to inform your partner than to deceive your adversary." The experience of twenty-five years has exploded that theory, and it is replaced by the axiom that "information is of more use to the strong hand than to the weak." In "Whist Tactics," p. 136, we find: "The modern verdict is that it is not advisable to give information to weak partners or to strong adversaries."—*R. F. Foster* [*S. O.*], *Monthly Illustrator, 1897.*

The foundations of modern whist is giving information, and the chief pillars are the number-showing leads and the

plain-suit echo. It is claimed that these give the partners an insight into each other's hands, which is of the greatest value and importance. But there is not a line in any published work on whist telling what the partners can do with this information when they get it, that cannot be offset, and often to much better advantage, by the adversaries.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

It is often argued, and with much show of reason, that as almost every revelation concerning your hand must be given to the whole table, and as you have two adversaries and only one partner, you publish information at a disadvantage. No doubt this argument would have considerable force if you were compelled to expose the whole of your hand. But you possess the power, to a great extent, of selecting what facts shall be announced and what concealed. Experienced players are unanimous in admitting that it is an advantage to inform your partner of strength in your own suits, although some advise concealment of strength in suits in which the adversaries have shown strength.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Informatory Game.—The style of whist in which information is freely exchanged between partners, even at the risk of the adversaries noting and profiting by it; especially the long-suit game and American leads, as advocated by "Cavendish" and his school, which freely uses all manner of conventional signals; the modern scientific game, as distinguished from the old Hoyle game, and distinguished, also, to a certain extent, from the modern short-suit game.

False cards are the great modern weapon against the informatory game of modern whist. By their systematic use, especially when good judgment is employed the plain-suit echo and all such refinements are rendered useless.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Innovations.—New things, novel modes of play, or departures from established usage, introduced into whist. Innovations may prove to be only fads of the hour, or permanent improvements.

The call for trumps, the system known as the American leads, with the resulting eleven rule, comprise the great innovations since the days of Hoyle, Payne, and Mathews.—*Emery Boardman* [*L. A.*], "*Winning Whist.*"

In Play.—Unplayed; said of the cards which are still held by any of the players. (See, also, "In.")

Instinct in Whist.—Many players who do not attach any importance to rule or reason, are fond of saying that they play by instinct. "No doubt instinct is a very valuable quality if you have it," says the editor of the *Westminster Papers*, "and some players certainly think they have this quality in the same way that a pointer or setter has it. * * * We prefer to be guided by what every man has if he chooses to use his faculties: the power to observe; the power to draw inferences; the power to reason from the play of a given card, and to make a reasonable deduction from the absence of any cards."

Interior Cards.—Cards from the interior of a suit; intermediate cards. The phrase is used by E. C. Howell [S. H.] in his "Whist Openings;" as when, for instance, he says: "As the best card jack is led from not more than three in suit, but as an interior card it is led also from queen, jack, and one or more others," etc.

Intermediate Leads.—Leads made with cards which are neither very high nor very low, such as jack, ten, nine; much used in the short-suit game.

The short-suit game contemplates the endowment of the intermediate cards of all suits, trumps included, with the winning properties, by taking advantage of their position in tenace, by underplay, and by strengthening leads which shall be judiciously finessed by partner.—*I. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

tional Match, a Pro- The idea of an interna- st match, somewhat after nal matches at chess, c., has been discussed for ars past in this country, ng practical has as yet t. The organization of lian Whist League, it is many, may eventually contest of the kind, and ıter induce England to : also.

fourth congress of the Whist League (1894), . Weems, of Brooklyn, of the League, announced ıad formally challenged ish" to play America ngland, and that he had Cavendish's" reply, stat- :he latter did not think any chance for an inter- natch, one of the chief in the way being the dif- ween English and Ameri- Another similar challenge :o "Cavendish" by P. J. president of the Pacific ıist Association, during part of 1895, and this mented upon in the number of *Whist.* ndon *Field* of April 4, eared a communication Weems, to the following

xth American whist con- convene in this city] on June 22, 1896. There sal desire on the part of players of America to ternational match during f the congress, and when can players are congre- ı all sections of the coun- is possible to arrange for f four or more English ı visit this country, to ıgainst a team to be se- e, I should be very glad indeed to do what I can to bring it about."

This did not meet with any response either, and on May 7, 1896, Mr. Tormey closed the incident, for the time being, with a suggestion, which also was not acted upon. He proposed that, "if we cannot coax or induce a whist-team across the Atlantic to meet us at the Brooklyn congress, let us send one to England—and beard the lion in his den." His firm, he stated, would pay the entire expenses of one member of such a team, and suggested the idea of sending the team that should win the Hamilton Trophy.

In the Lead.—The player whose turn it is to lead the first card in a round is in the lead.

Intimations. — See, "Conversation."

"Invincible Whist."—A modification of the game of whist invented by F. T. Ellithorp, of New York. It is played by six persons, with a full pack of cards, together with the joker and the "invincible" card. It is played with partners, three on each side. The cards rank as follows: "Invincible," joker, ace, king, etc. All tricks over four count towards game, and the latter consists of five points, honors not counting.

"Invitation Game, The."—An opening play at whist whereby the player invites his partner to lead trumps, if strong enough to lead them. Used in some of the short-suit systems.

Invite, The.—The lead of a card in a suit which you desire your partner to return; generally, the lead of a small card from your long or strong suit.

Inviting a Ruff.—Playing a card which your partner or adversary can trump. (See, "Force.")

Irregular Lead.—A lead which is made contrary to the usual play, but made from choice by the player for some reason; such as, for instance, desiring the lead through an honor turned, in which case some players regard an irregular lead as a signal for trumps. "Cavendish" is opposed to this play, claiming that if a player is strong enough to call for trumps he should be strong enough to lead them himself. "Having refrained from leading them, he can only request, and not command, a trump lead from his partner."

An irregular original lead which a player makes because he cannot help himself, is also called a forced lead (*q. v.*).

In the latter part of the hand, when no special importance longer attaches to them, irregular leads are frequent. Whitfeld says: "Irregular leads usually occur late in a hand, when the general scheme of play has already been decided on, and when judgment, based on previous observation of the fall of the cards, and on the score, overrides rule." No rule can be laid down in such cases.

Wishing the lead through an honor turned at your right, open irregularly (that is, lead a knave, not holding king and queen, or the ten, not holding queen and knave, etc.). It is a command for your partner to lead trumps.—*A. W. Dawson* [*L. A.*], "*The Art of Practical Whist*," 1879.

Irregular may be another word for forced. Irregularity is sometimes another term for brilliancy. An irregular lead is a finesse upon the lead. An irregular lead, unlike the play of a false card, must be made only when it can do the partner no harm. Lewis, of London, calls a well-judged irregular lead one of the triumphs of common-sense whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Plain suits are led irregularly, either to strengthen the partner, to call through an honor turned, to throw the lead, or because it would be damaging to continue with one's long suit. When playing against long-suit adversaries, lead through the left-hand opponent, where the strength of the suit has been declared; but with the short-suiters, the reverse is the case.—*Emma D. Andrews* [*L. A.*], "*The A Y Z of Whist.*"

The good whist-player is not a machine. He has certain conventional base lines, but he is prepared to take any line of strategy the development of the hand suggests. If he has what he considers an exceptional hand, he is free to open it with an irregular lead; and if opponents disclose the strong hands, he will both play and lead false cards, if his partner's hand be also weak. But it is better, and learners will progress more rapidly if they will learn to walk before they try to run.—*Charles S. Boutcher* [*L. A.*].

The main objection to an irregular lead is that it *is* irregular. The original lead should be directive. Then, or never, can most important information be communicated to partner. If this information is withheld for the sake of a possible subsequent lead through an honor, the original leader is paying very dear for his whistle. Beyond this, it may be that irregularity of the lead is not developed until too late for advantage to accrue from it; meanwhile partner is in a puzzle, and probably miscalculates the leader's holdings in all suits.—"*Cavendish*" [*L. A.*], *Scribner's Monthly, July, 1897.*

There is one case in which an irregular opening has found such universal favor among good players that it may be almost said to have become conventional and that is where an honor is turned and the original leader desires to have it led through, either by reason of having the card in sequence below it, a tenace over it, or because he has the card immediately above it, and hopes that his partner may be able to lead him a card which he can successfully finesse. In such case it has grown to be a custom among experts all over the country to originally lead an irregular card. Such a lead, with an honor turned, is considered the most imperative of trump signals, and is an absolute command to the partner to get the lead as expeditiously as possible and lead trump.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Irregular Play.—Play which is not according to rules, but which may have some exceptional conditions to justify it. The higher

ategy contains numerous

e "good bad players"] play
nay term an irregular game,
lay this irregular game well.—
ayson [*L+A+*], "*The Art of*
Whist."

play should not be con-
ith false play. * * * The
rms of finesse—underplay,
, throwing high cards—are all
lay, but they are part of the
the game.—*C. D. P. Hamil-*
, "*Modern Scientific Whist.*"

ular Whist.—Mongrel
so whist played irregu-
not in accordance with
; bumblepuppy.

arities in the Hands.—
ities in the hands consist
r more players having
many or not the requi-
er of cards.

d dealt irregularly may be
it or wrong. As long as the
y is confined to two cards, the
ily rectified; but when it ex-
ree, the possibility of correct-
es doubtful, and the estab-
is that the deal is lost.—
s [*O.*], "*Traité du Whist,*"

time after all have played to
ick, the pack being perfect, a
ound to have either more or
is correct number of cards and
ries have their right number,
upon the discovery of such sur-
ciency, may consult and shall
oice: (1) To have a new deal;
have the hand played out, in
the surplus or missing card
are not taken into account.
her of the adversaries also
r less than his correct num-
must be a new deal. If any
a surplus card by reason of an
play to a trick, his adversa-
ercise the foregoing privilege
be has played to the trick fol-
one in which such omission
Laws of Whist (*American*
on 19.

he heading, "Irregularities in
" the Americans have made an
difference in the law. By law
English code, should a
e fourteen cards, and either of
the other three less than thirteen, it is a misdeal. In the first edition of "The Art of Practical Whist," I called attention to the defect or obscurity of this law. By the American code an attempt is made to remedy this defect, but it does not seem to me that the difficulty is entirely avoided. Rule 19 of the American code (*ut supra*) is certainly a far better one than our English law, as it prevents the careless players who play with fourteen and twelve cards from scoring anything if a new deal is demanded. If, however, the non-offending players elect to have the hand played out, they may have overrated their strength, and may lose two or three on the hand. That which I suggested in case 19, "The Art of Practical Whist," seems to me to more fully meet the case: "If two partners hold twenty-six cards, between them, one holding more, the other less, than thirteen, while the adversaries hold thirteen each, no score made by the partners holding the unequal number of cards can be counted in that hand, whereas any score made by the partners holding thirteen each can be counted."—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

"It Didn't Matter" Player, The.—This kind of self-sufficient and generally undesirable partner is thus gently pilloried by "Cavendish" in his "Card-Table Talk:" "A companion to the 'If you had' player is the 'It didn't matter' player. My partner trumps my best card, or does not trump a doubtful card after I have called for trumps, or commits some other whist enormity. We win the game notwithstanding, for we have prodigious cards. If I suggest that there was no occasion to perpetrate the enormity in question, my partner triumphantly informs me, 'It didn't matter.' This view is altogether fallacious. It did not happen to matter in that particular hand; but my confidence is impaired, and it will matter in every hand I play with that partner for a long time to come."

Jack.—The fourth card in value or rank. It is also called the knave, especially in England. The two terms are synonymous, and inas-

much as it is easier and more simple to use the letter J than the abbreviation Kn, in designating the card by initial, the general usage in this country largely favors it. The general adoption of the index or "squeezer" marks on the edges of the cards also affords a reason for the adoption of J as a way of indicating it. It may be interesting to those who prefer "knave," on account of its long use, to learn that "jack" is the older term, and that at one time it was considered much more polite and respectable than "knave."

According to the system of American leads, the jack is led from two combinations, in suits of five or more: (1) From ace, king, queen, jack, and one or more. (2) From king, queen, jack, and two or more. G. W. Pettes also led jack from jack, ten, nine, and one or more, and jack, ten, and two small.

The old system of leads provides for the lead of jack from king, queen, jack, and two or more; from jack, ten, nine, with or without small ones; and from jack and one or two others (forced leads).

In the Howell (short-suit) game, jack, followed by queen, indicates the high-card game; followed by ace or king, or by a small card, it indicates the supporting-card game, and three in suit.

Knave is now being led only from king, queen, knave, and others, denying ace, to give partner information that (when [illegible] the suit is [illegible]) unless he [illegible] the ace. *Kate Wheelock* [*L. A.*], "*[illegible]*"

The term "jack," for the Scandinavian [illegible] or captain, is historically correct. The term "knave" is comparatively [illegible] and abusive; though now fashionable, it was a low term about 1720 A. D. "*Aquarius*" [*L. O.*], "*The Hands at Whist*," [illegible]

Our use of the word "jack" is simply for convenience in distinguishing it from the king in abbreviation. * * * ing the matter from the imagined point of a purist, we see nothing p larly elevating in the word "Kna *Whist* [*L. A.*], *December*, 1892.

Most of the authorities, and m the finest players, have abandon lead of knave from knave, ten, nin Analysis demonstrates that there i if any, advantage in favor of the l the knave as against the fourth be *D. P. Hamilton* [*L. A.*], "*Modern tific Whist*."

Jenks, Mrs. M. S.—Amon women of this country who devoted their talents to th vancement of whist, and who won high and well-deserved tations as teachers of the g Mrs. Marta S. Jenks occu prominent position. Mrs. was born at Randolph, Tenn. received her education in a con in the city of Memphis. She initiated into the mysteries of by her father, at an early age was able to play an intelligent while still in her teens. In womanhood she removed to P delphia, and soon after was ried. She became well know whist circles in the Quaker and in 1888, with her husband moved to Chicago. There she gaged in the study of scien whist, with three other ladies, as a matter of mental disci than as a preparation for her s quent work. Early in the fol ing year, however, she was prev upon to devote at least a portio her time to the instruction of pu Her success proved greater she anticipated, and she there devoted all her time to wha since become a profession.

Mrs Jenks has been very suc ful as an instructor. She has many very interesting pupils in classes in Chicago and elsew among them have been succe men from all the vocations in from the traveling salesman

of the president's cabinet. ıy of the brightest and rming women of the land, : been graduated from her She has also written much subject of whist for *Whist* r journals, especially the *Inter-Ocean*, the whist of which she edited with ility for ten months, suc- the late G. W. Pettes. › the increased demands time as a teacher she was o resign the position, al- he still remains a regular or to the paper, which she ed at the organization of nan's Whist League, in hia, 1897. From there to California to join her who had settled at San n February, owing to ill In the winter of 1897–'98 ned to Chicago, and re- r teaching there, and also ngton, D. C. (See, also, rs of Whist," and "Whist ıcator.")

boam Hand."—In the t of the present century, ıd, if a player held cards helming strength he was ıave a "Jeroboam hand," nce to the division of the Israel, when Jeroboam ob- n and his rival but two. se is now obsolete.

›n on Whist.—Dr. Samuel in the *Rambler* for May, ws the character of a lady obliged to drudge at whist was "wearied to death game."

Henry.—See, "Caven-

of Appeals.—The by- e American Whist League, ed in 1895, provide for "a board of three judges of appeals, whose duty it shall be to consider and decide all questions concerning the interpretation or application of the laws referred to them by any member of the League. Their decisions shall be published in the official organ of the League."

At the annual congress, in 1897, the by-laws were so amended as to abolish the judges of appeals, and to cause the duties above outlined to hereafter devolve upon the president of the League. The motion for the change was made by Eugene S. Elliott, the senior member of the board, or "court," who felt convinced that the laws of whist are so plain that a special tribunal to interpret them is unnecessary, and that any possible questions that might arise could safely be left with the presiding officer of the League.

Judgment.—Good judgment in whist is an important and highly necessary quality. Quick perception and judgment enables the player to do the right thing at the right time. Judgment must be exercised, not only in opening a hand correctly, but in adapting the play to its development as affected by the holdings of partner and the adversaries.

A certain class of persons, among whom we often find players of considerable skill, consider that the play of a hand is entirely a matter of individual judgment. It would be so if the player had full data to act upon, and towards the end of a hand, when the positions of the cards may be pretty well known, these persons often play very well. But they forget that during a large portion of the hand no sufficient data exist for judgment, properly so called.—*William Pole* [*L. A.*+], "*Philosophy of Whist.*"

Jumping a Suit.—To lead a winning card in one suit and lead another suit next—a play suggestive of an exceptional condition of

the hand, or strongly suggestive of bumblepuppy.

Junior Whist Club.—This novel and successful organization was started in Philadelphia, early in 1897, for the purpose of interesting the young men in a game which would afford them good mental training and discipline, and draw their attention away from less desirable games. The movement was started by Mrs. T. H. Andrews, president of the Woman's Whist League, and her son, T. H. Andrews, Jr., became president of the Juniors; J. D. Andrews, vice-president; R. Sterling Dupuy, secretary; and Henry L. Fox, treasurer.

The Juniors acted as ushers at the first congress of the Woman's Whist League, in April, 1897, and on May 20 of the same year they were admitted to membership in the American Whist League, their membership being given in the annual report as twenty-six. They are also charter members of the Atlantic Whist Association. They have a comfortable club-house of their own, and have taken part in a number of important matches against older players. In the Philadelphia inter-city match they defeated the Hamilton Club, the Art Club, and the Columbia Club—a remarkable achievement. They sent a pair to the seventh congress of the American Whist League, at Put-in-Bay, 1897, and the young men distinguished themselves in making top score for their side (north and south) in the match for the Brooklyn Trophy. In the Minneapolis Trophy contest for club pairs, they stood seventh among fifteen contesting pairs. The same pair made top score also at Jersey City, in the match for the Brooklyn Trophy. This record for the year 1897 gives promise for still better things in the future. We may add ages of the Juniors range f teen to twenty-one years.

Keiley, Charles R.—A advocate of the short-sui and a whist-teacher of re ability. He was born in Ric Va., July 3, 1859; recei early education mostly fr father (a justice of the tional Court of Appeals of and subsequently attended versity of Virginia. He ha been a contributor to the p engaged in various busine prises also at various times, ing that of publisher.

Mr. Keiley began playi in Richmond, his old h number of years ago, a tinued in a desultory mann 1885, when he played cons "*whist à trois*" in Par straight whist in England that he dropped the game t early nineties, when he com playing again, and was ex annoyed at being outpoi men who were not in th class with him in other This caused him to take u and study it systematically then he has taken high ra player, and also as an ins He has represented New the inter-city contests for t eight as a member of the fir he has been a member of t of the Continental Club, York, captain of the Cher mond Club's team, and also of the Whist Club team. York, which won the Ch Trophy at the sixth congres American Whist League. ganized the Syracuse (N Y Club (now the Chess, Check Whist Club), and has bee editor of the New York *M Express, Evening Telegr*

His first venture as an as "Whist Points," a book ners, now out of print. In ublished another volume, ws of Bridge," and in the r he finished his most im- work, "Common Sense in This book is devoted to s in the long-suit game; er words, it advises a long- k whenever the chances cessful issue are favorable, es against the lead of the suit without taking into tion the remainder of the t is an amplification of the f play which he devised am of the New York Whist

ea of playing weak suits leading from the "top of " originated with Mr. His idea was always to tell hat when the lower card the leader's hand the lat- o more. This scheme of ssitated his abandonment rican leads, except in (See, also, "Short-Suit eiley's.")

Mrs. George de Benne- n efficient whist teacher, also done much good work izing whist clubs among . Mrs. Keim first became l in whist after her mar- ing to her husband's devo- the game. About seven o she began to study the stematically, during her in Philadelphia, being a Miss Gertrude Clapp, of k, for three years. Then ed two years with Mrs. , of Philadelphia, and one year with Mrs. T. H. She began to teach the self during the winter of at Richmond, Va., her ty. The desire to learn the modern game had not yet been awakened in that city, and Mrs. Keim found some difficulty in introducing it. By degrees she was able to inspire a few of the ladies, and finally she succeeded in forming a number of classes, and also in establishing two whist clubs, which she named respectively the Emma D. Andrews Whist Club (in honor of Mrs. T. H. Andrews), and the Milton C. Work Whist Club. The former started with forty and the latter with thirty members, and both joined the Woman's Whist League. In 1897 she began teaching in New Jersey, at Burlington, Beverley, and Edgewater Park (her place of residence), and at the latter place she organized another League club, named also the Emma D. Andrews, of which she herself is president.

Mrs. Keim teaches the long-suit system with American leads, and recommends Work's "Whist of To-day" as the authority on the game. She is also a good player. In the ladies' whist tournament at Philadelphia, during November, 1897, she played on the Camden team, and succeeded in holding second place at the close.

King.—The second highest card in the pack; one of the four honors counted in the English game; one of the three court cards. It is led more frequently than any other high card.

Under the system of American leads, the king is led originally only from suits of four or less, when accompanied by ace, or queen, or both. The king led, therefore, indicates a suit of not more than four, and either ace or queen, perhaps both.

Under the system of old leads, the king is led only when the card next to it is also held in the hand.

Thus, from ace, king, and others; from king, queen, and others (unless these others, being more than two, include the jack); from king and two others (forced lead), if you have reason to believe partner has strength in the suit; and from king and one other (forced lead), whatever that other card may be.

In the Howell (short-suit) system, king followed by ace, indicates the high-card game, but greater accompanying strength than ace followed by king. King, unaccompanied by ace, indicates the high-card game, with probably queen, jack, and others in hand.

In the Hamilton leads, the fourth best instead of the ten is led from the king, jack, ten combination.

The question is often asked, whether, holding king and one small card, the king should be played, second hand, on a low card led? Pole, in "The Philosophy of Whist," holds that it is disadvantageous to do so; and "Cavendish" agrees with him that the small card should be played, but recognizes the fact that there are exceptions to the rule, such as urgent necessity for stopping the trump lead —queen turned up to the left—ace turned at the right, etc. In America opinion seems divided on the subject. The editor of *Whist*, in the issue for April, 1894, stated that his observation was that "the king is generally played in our leading clubs."

Another question on which there is a diversity of opinion is whether the second hand, holding king singly guarded, should cover the queen led. Milton C. Work, in his "Whist of To-day" (page 41), recommends the play, but the editor of *Whist* (August, 1895, issue) says he regards it as "one of the worst trick-losing plays that it is very well possible to conceive of, although," he admits, "it is a tice followed by many very players."

Having king, knave, and ten, lea ten. For if your partner holds th you have a good chance to make tricks whether he possess the ten or *William Payne* [L. O.], "*Whist Ma 1770*."

The old orthodox habit for a lon headed by king and queen was t with the king; but this a so was nov fined to suits of four only, for longe the new prescription [by "Caven 1868] was to begin with the que *William Pole* [L. A.], "*Law an Whist*."

King Card.—See, "Master Ca

Knave.—The fourth card in or value; the jack (*q. v.*).

Lady Whist-Players.—"Women as Whist-Players."

Lamb, Charles, at Whis Charles Lamb, the gentle ess who portrayed and made fan the woman whist-player known *Sarah Battle*, was himself a g admirer of the game. Talfourd his "Memorials of Charles Lam mentions him at a sitting as lows:

"Lamb himself, yet unrelaxe the glass, is sitting with a sor Quaker primness at the whist-ta the gentleness of his melanc smile half lost in his intentnes the game; his partner, the au of 'Political Justice,' is regar his hand with a philosophic bat a careless eye; Captain Burney not venerable because so your spirit, sits between them, and C. R., who alone now and t breaks the proper silence to come some incoming guest, to partner."

Language, A.—There can be doubt that whist has a language its own. From almost every

some inference may be
Each partner speaks to the
plainly as though he em-
words, when both are mas-
the game and its conven-
es.

s a language, and every card
intelligible sentence.—*James*
].

st-players understand that the
ak. Some can comprehend all
s say. — *Westminster Papers*

ll that the whist world is gov-
stantially by the same code of
would be better if it were alto-
; then even different languages
t separate good whist-players.
st, they would form a common
od the world over and therein
ntly one language.—*A. J. McIn-*
.], "*Modern Whist*," *1888*.

ntlemen or ladies, from the four
of the earth, perchance meet on
train or ocean steamer. Each
a tongue unknown to the other.
ney promises to be tedious,
nesome, and even disagreeable.
one produces a pack of cards,
around a table, the cards are
cut, and dealt, and thenceforth
r converse with an intelligence
oquence never surpassed by the
ague the world ever heard. Their
is *whist*—every card properly
ing an intelligible sentence, and
each understand its inflections,
in its infinite variety of expres-
the journey is ended. What a
language it is!—*P. J. Tormey*
Whist, July, 1894.

Trick, Seeing the.—See
d."

Trump.—A most important
regaining the lead, and
in an established suit.
Thirteenth Trump.")

of Whist.—Rules and reg-
for the practice of whist,
government of whist-play-
ie laws have certain penal-
ached for their infraction,
very whist-player should be
familiar with, submit to on his part, and exact from others, in order that good whist may prevail. "Cavendish" says: "Card laws are intended to effect two objects: (1) To preserve the harmony and determine the ordering of the table. (2) To prevent any player from obtaining an unfair advantage. The word 'unfair' must be taken in a restricted sense. It does not mean intentional unfairness. This is not to be dealt with by laws, but by exclusion from the card table."

Whist-players in America have generally accepted and are governed by the American code (see, "Laws of Whist — American Code"), which is based on the English laws, but so changed and amended as to suit the American game. English players generally adhere to the laws of short whist, which were promulgated in 1864, and are based on the long-suit code of Hoyle, as amended in 1760. Both the English and American laws are supplemented by "The Etiquette of Whist" (*q. v.*), a number of rules which are in effect laws, although it would be difficult to prescribe any penalties for their transgression other than those visited upon persons who are guilty of bad manners or unfairness in other walks of life.

Laws for the playing of card games were framed for the purpose: (1) Of ordering and determining the conditions and formalities of the game; (2) of promoting harmony; (3) of establishing and maintaining equity.—*William Cusack-Smith* [*L. O.*].

The law-makers, anticipating that through inadvertence, accident, or carelessness the rules would be violated by players, and that thereby the player violating, and his partner, would obtain an undue advantage, as a compensation to the adversaries for this advantage thus gained, provision is made under the rules—generally called penalties—to equal the advantage.—*A. J. McIntosh* [*L. A.*], "*Modern Whist*," *1888*.

Laws of Whist — American Code.—A code for the government of American whist was drawn up under the guidance of George W. Pettes, and adopted, in 1889, by the Deschapelles Club, of Boston, Mass. It contained but eighteen sections, and marked a radical departure from the English system of laws. This code, together with the club rules, may be found in Pettes' "American Whist Illustrated," pages 21–25.

The generally accepted and recognized laws for the American game were, however, enacted in 1891, at the first congress of the American Whist League, at Milwaukee, Wis., and in framing them the English code was taken as a basis, and practical suggestions, made in a letter to the congress, by N. B. Trist, were carried out. Among other things he said: "It is needless to say that I consider the deduction or adding of points, except in cases of revoke, as penalties for whist offenses, to be contrary to the principle on which whist laws should be based; consequently, I advise that we profit by the experience of our English cousins. They already have an elaborate code of laws, which is authority all over England and in many clubs in this country, and which will subserve our purpose very well, by eliminating from it all matter pertaining to the counting of honors, which has been almost universally abolished in this country, as a blemish on a game which claims to be scientific. It is probable that some changes also in the mode of scoring will be proposed. The English system does not seem to be popular, as is shown by the fact that half-a-dozen ways of counting prevail in this country. * * * In my opinion, the game, where honors are not counted, should consist of seven points."

The work begun by the first congress was continued at the second congress, in New York, and finished at Chicago, in 1893, where a report was made by a committee consisting of Theodore Sch chairman, and Nicholas B. Walter H. Barney, C. D. P. H ton, Fisher Ames, Cassius M. I and Henry Jones ("Cavendi who had given the matter careful attention.

The new code reduced the ber of laws from ninety-one (English code) to thirty-nine made harmonious the great sity of usage in vogue in this try. (See, also, "American English Laws.") Broadly spea the American code is based the following postulations:

1. The conduct of the Ame game should be governed by a based on whist for whist, from stakes.

2. Infractions of whist laws rules of table etiquette are tentional.

3. No player takes advant information afforded by lea of the law.

4. Whist laws should be fr with these objects in view, vi define the general order of promote closer attention, an maintain decorum.

5. The penalty for the infra of a law is not for the purpo restitution for damages (exce the case of the revoke), but s to stimulate precaution and re improprieties of play.

The American code also in laws for the government of d cate whist (see, "Duplicate W Laws of"), which were adopt the fourth congress of the Le Philadelphia, 1894. At the congress, held at Manhattan B Brooklyn, 1896, a standing com tee on laws was appointed to

1 revisions of the code
straight and duplicate
their judgment might dic-
e committee invited every
b, and every individual
who had any suggestion
nendation to offer on the
o forward the same at
onvenience. The report
mittee, made and adopt-
seventh congress, at Put-
897, was somewhat of a
tment to those who be-
revision, for the general
left untouched, and only
duplicate were amended.
aws of Whist—Proposed
") We give herewith the
ie game as now in force:
me.—1. A game consists
points, each trick above
ng one. The value of the
letermined by deducting
score from seven.
g the Table.—2. Those
ie room have the prefer-
by reason of two or more
at the same time, more
assemble, the preference
ie last comers is deter-
cutting, a lower cut giv-
eference over all cutting
A complete table consists
e four having the prefer-
Partners are determined
g; the highest two play
ie lowest two; the lowest
has the choice of seats

o players cut intermediate
qual value they cut again;
of the new cut plays with
al lowest.
ree players cut cards of
ie they cut again. If the
s cut the highest card the
o of the new cut are part-
the lowest deals. If the
s cut the lowest card he
l the highest two of the
re partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

Cutting.—7. In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

Shuffling.—8. Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases, the dealer may shuffle last.

9. A pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

Cutting to the Dealer.—10. The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it towards the dealer; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or in reuniting the separate packets, a card is ex-

posed, the pack must be reshuffled by the dealer and cut again; if there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

Dealing.—13. When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned, after which the deal is valid, and the packs, if changed, so remain.

Misdealing.—17. It is a misdeal:

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards [illegible] table or in the remainder [illegible] pack.

IV. If, having a perfect pa[illegible] does not deal to each play[illegible] proper number of cards, an[illegible] error is discovered before all [illegible] played to the first trick.

V. If he looks at the trump [illegible] before the deal is completed.

VI. If he places the trump [illegible] face downwards upon his ow[illegible] any other player's cards.

A misdeal loses the deal, [illegible] during the deal, either of th[illegible] versaries touches a card or [illegible] other manner interrupts the d[illegible]

The Trump Card.—18. The [illegible] must leave the trump card fa[illegible] wards on the table until it [illegible] turn to play to the first trick [illegible] is left on the table until afte[illegible] second trick has been turned [illegible] quitted, it is liable to be c[illegible] After it has been lawfully take[illegible] it must not be named, and [illegible] player naming it is liable to [illegible] his highest or his lowest [illegible] called by either adversary. A [illegible] may, however, ask what the [illegible] suit is.

Irregularities in the Hands.—[illegible] If, at any time after all have [illegible] to the first trick, the pack [illegible] perfect, a player is found to [illegible] either more or less than his [illegible] number of cards, and his adv[illegible] ries have their right numbe[illegible] latter, upon the discovery of [illegible] surplus or deficiency, may co[illegible] and shall have the choice

I. To have a new deal, or

II. To have the hand played [illegible] in which case the surplus or [illegible] ing card or cards are not taken [illegible] account.

If either of the adversaries [illegible] has more or less than his [illegible] number, there must be a new [illegible]

If any player has a surplus [illegible] by reason of an omission to [illegible]

ɛ, his adversaries can exercise
›regoing privilege only after
s played to the trick following
ne in which such omission
·ed.

ds Liable to be Called.—20.
›llowing cards are liable to be
by either adversary:

Every card faced upon the
›therwise than in the regular
: of play, but not including a
ɛd out of turn.

Every card thrown with the
ɛd or played to the current

The player must indicate
ıe led or played.

Every card so held by a
· that his partner sees any
n of its face.

All the cards in a hand low-
r shown by a player so that
rtner sees more than one card

Every card named by the
· holding it.

All cards liable to be called
be placed and left face up-
on the table. A player must
›r play them when they are
, provided he can do so with-
voking. The call may be re-
l at each trick until the card
'ed. A player cannot be pre-
l from leading or playing a
ıable to be called; if he can
l of it in the course of play,
ıalty remains.

If a player leads a card better
ny his adversaries hold of the
nd then leads one or more
cards without waiting for his
:r to play, the latter may be
upon by either adversary to
he first trick, and the other
thus improperly played are
to be called; it makes no dif-
e whether he plays them one
he other, or throws them all
: table together, after the first
s played the others are liable
ɔalled.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

Leading out of Turn.—24. If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player, so called on to lead a suit, has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

Playing out of Turn.—25. If the third hand plays before the second, the fourth hand also may play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led; or, if he has none, to trump or not to trump the trick.

Abandoned Hands.—27. If all four players throw their cards on the table, face upwards, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established, provided that, if a revoke is discovered, the revoke penalty attaches.

Revoking.—28. A revoke is a renounce in error not corrected in time. A player renounces in error, when, holding one or more cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called; any player or players, who have played after him, may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty of revoking is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand; if both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand, in which the revoke has been made, to be played out, and score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established, if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

Miscellaneous.—34. Any one, during the play of a trick, and before the cards have been touched for the purpose of gathering them tog may demand that the players their cards.

35. If any one, prior to his ner playing, calls attention i manner to the trick or to the the adversary last to play t trick may require the offe partner to play his highest or l of the suit led, or, if he has to trump or not to trump the

36. If any player says, " win the rest," "The rest are " We have the game," or wo that effect, his partner's cards be laid upon the table, and a ble to be called.

37. When a trick has been t and quitted, it must not aga seen until after the hand has played. A violation of thi subjects the offender's side t same penalty as in case of a out of turn.

38. If a player is lawfully c upon to play the highest or l of a suit, or to trump or n trump a trick, or to lead a su unnecessarily fails to comply, liable to the same penalty as had revoked.

39. In all cases where a pe has been incurred the offende await the decision of the a i ries. If either of them, w without his partner's consen mands a penalty to which th entitled, such decision is fina the wrong adversary demar penalty, or a wrong penalty manded, none can be enforce

(See, also, "Etiquette of Wh

Laws of Whist—English (—Hoyle first gave a printed ence to the laws of whist in The fourteen laws then issued subsequently increased to tw four, and these were the aut until 1760, when they were re and the revision was agreed

:mbers of White's and Saun- chocolate houses. These :ovided for the old ten-point or long whist, of Hoyle. emained in force until 1864, he supremacy of short whist :come a fact, and the neces- · a change in the laws was felt by players everywhere. st to suggest a revision, and an active part in bringing it was John Loraine Baldwin, a iown player, who wrote as : concerning it in May, 1864: : years ago I suggested to :e Hon. George Anson, one most accomplished whist- : of his day, that as the iacy of short whist was an vledged fact, a revision and ation of Hoyle's rules would a boon on whist-players gen- and on those especially to disputes and doubtful points :onstantly referred." Their coincided, but the project · a time abandoned. In 1863 ıldwin renewed his efforts, May of that year one of the whist clubs, the Arlington :alled the Turf), appointed a ttee of nine, with James Clay irman, to co-operate in the . After preparing the new : was sent to another leading he Portland, and considered committee of which H. D. (father of "Cavendish") was ıan. The suggestions offered latter committee were ac- , and on April 30, 1864, the ras formally adopted by the ton Club, on a resolution by the Duke of Beaufort as ıan. The code was shortly ublished in conjunction with Clay's treatise on "Short " and was at once adopted principal clubs. It has ever emained the standard author- England and other English-speaking countries, with the exception of the United States, where a new code is now in force. The English code consists of ninety-one sections, as follows:

The Rubber.—1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.—2. A game consists of five points. Each trick above six counts one point.

3. Honors—*i.e.*, ace, king, queen, and knave, of trumps—are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.
II. Any three honors, they score two points.
III. Only two honors, they do not score.

4. Those players who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke takes precedence of all other scores. Tricks score next; honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.
II. A double, or game of two points, when their adversaries have scored less than three.
III. A single, or game of one point, when their adversaries have scored three or four.

9. The winners of the rubber gain two points, commonly called the rubber points, in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the loser's game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score affecting the amount of the rubber be proved, such mistake can be rectified at any time during the rubber.

Cutting.—13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card he must cut again.

Formation of Table. — 16. If there are more than four candidates the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and having once made his selection must abide by it.

17. When there are more than six candidates those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of these six players the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

Cutting Cards of Equal Value.—18. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

19 Three players cutting cards of equal value cut again. Should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of these two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

Cutting Out.—20. At the end of a rubber, should admission be claimed by any one or two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

Entry and Re-entry.—21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to, nor played at, any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

25. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all these candidates, they settle their precedence by cutting.

Shuffling.—26. The pack must neither be shuffled below the table

ıat the face of any card be

ıe pack must not be shuf-
ng the play of the hand.
pack, having been played
ıst neither be shuffled by
it into packets nor across
:.
ıch player has a right to
once only, except as pro-
y Rule 32, prior to a deal
false cut, or when a new
occurred.
ıe dealer's partner must
:he cards for the ensuing
d has the first right to
hat pack.
ıch player, after shuffling,
ıce the cards, properly col-
nd face downwards, to the
ıe player about to deal.
ıe dealer has always the
shuffle last; but should a
cards be seen during his
;, or while giving the pack
t, he may be compelled to
:.

'eal.—33. Each player deals
urn; the right of dealing
he left.
ıe player on the dealer's
ts the pack, and in dividing
not leave fewer than four
either packet; if in cut-
in replacing one of the two
on the other, a card be ex-
r if there be any confusion
ards, or a doubt as to the
ace in which the pack was
there must be a fresh

hen a player whose duty it
ıt has once separated the
: cannot alter his intention;
ıeither reshuffle nor recut
s.
hen the pack is cut, should
er shuffle the cards he loses

w Deal.—37. There must
r deal—

I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.
II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place the exposed card cannot be called.

39. If during dealing a player touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A Misdeal.—43. A misdeal loses the deal.

44. It is a misdeal—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.
II. Should the dealer place the last card (*i. e.*, the trump) face downwards, on his own, or any other pack.
III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen cards, and either of the other three less than thirteen.

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if prior to dealing that third card the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards, the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner without the permission of his c nents.

50. If the adversaries interr dealer while dealing, either questioning the score or asse that it is not his deal, and fa establish such claim, should a deal occur he may deal again.

51. Should a player take his ner's deal, and misdeal, the l is liable to the usual penalty, the adversary next in rotatic the player who ought to have then plays.

The Trump Card.—52. The er, when it is his turn to play t first trick, should take the tr card into his hand; if left or table after the first trick he tu and quitted, it is liable to be ca his partner may at any time mind him of the liability.

53. After the dealer has take trump card into his hand it ca be asked for; a player naming any time during the play of hand is liable to have his hi or lowest trump called.

54. If the dealer take the tr card into his hand before it i turn to play he may be deem lay it on the table; should he a wrong card, this card ma called, as also a second, a t etc., until the trump card be duced.

55. If the dealer declare hir unable to recollect the trump his highest or lowest trump ma called at any time during that l and, unless it cause him to re must be played; the call ma repeated, but not changed—from highest to lowest, or *versa*—until such card is play

Cards Liable to be Called. All exposed cards are liable t called, and must be left on table; but a card is not an exp card when dropped on the flo elsewhere below the table.

following are exposed cards:

› or more cards played at once.
y card dropped with its face up-
r in any way exposed on or above
:, even though snatched up so
that no one can name it.

f any one play to an imper-
:k the best card on the table,
l one which is a winning
against his adversaries, and
ead again, or play several
inning cards, one after the
without waiting for his part-
lay, the latter may be called
in, if he can, the first or any
f those tricks, and the other
hus improperly played are
l cards.

f a player, or players, under
pression that the game is
won, or for other reasons,
is or their cards on the table
›wards, such cards are ex-
and liable to be called, each
› by the adversary; but
one player alone retain his
:e cannot be forced to aban-

f all four players throw their
n the table face upwards,
ds are abandoned; and no
again take up their cards.
this general exhibition show
: game might have been
›r won, neither claim can be
ned, unless a revoke be es-
·d. The revoking players
n liable to the following
s: they cannot, under any
tances, win the game by
lt of that hand, and the ad-
s may add three to their
r deduct three from that of
›king players.

card detached from the rest
and, so as to be named, is
› be called; but should the
ry name a wrong card, he is
› have a suit called when he
artner have the lead.

a player, who has rendered

himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or his partner when it is the next turn of either of them to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error is rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back. There is no penalty against any one excepting the original offender, whose card may be called, or he, or his partner, when either of them has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error, or not Played to a Trick.—67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim

a new deal. Should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke.

70. If any one play two cards to the same trick, or mix his trump or other card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many. Should this be the case, they may be searched and the card restored. The player is, however, liable for all revokes he may meanwhile have made.

The Revoke.—71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.

72. The penalty for a revoke:

I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from the revoking player, or deduct three points from his score, or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand.

III. Is applicable only to the score of the game in which it occurs;

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player.

V. Takes precedence of every other score, *e. g.*, the claimants two, their opponents nothing, the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted—*i. e.*, the hand removed from that trick after it has been turned face downwards on the table; or if either the revoking player or his partner, whet his right turn or otherwise, l play to the following trick.

74. A player may ask his p whether he has not a card suit which he has reno should the question be asked the trick is turned and quitte sequent turning and quittin not establish the revoke, a error may be corrected, unle question be answered in the tive, or unless the revoking or his partner have led or to the following trick.

75. At the end of the ha claimants of a revoke may all the tricks.

76. If a player discover hi take in time to save a revol adversaries, whenever they fit, may call the card thus pla error, or may require him t his highest or lowest card t trick in which he has reno any player or players who played after him may wi their cards and substitute the cards withdrawn are not to be called.

77. If a revoke be claime the accused player or his p mix his cards before they been sufficiently examined adversaries, the revoke is lished. The mixing of the only renders the proof of a r difficult, but does not preve claim, and possible establish of the penalty.

78. A revoke cannot be cl after the cards have been c the following deal.

79. The revoking player a partner may, under all c stances, require the hand in the revoke has been detected played out.

80. If a revoke occur, be cla and proved, bets on the odd or on amount of score, m

. by the actual state of the
fter the penalty is paid.
hould the players on both
bject themselves to the pen-
ne or more revokes, neither
the game; each is punished
liscretion of his adversary.
n whatever way the penalty
orced, under no circum-
can a player win a game
result of the hand during
he has revoked; he cannot
ore than four.
ng for New Cards.—83. Any
on paying for them) before,
after, the pack be cut for
l, may call for fresh cards.
st call for two new packs,
ch the dealer takes his

ral Rules.—84. Where a
and his partner have an
of exacting from their ad-
s one of two penalties, they
agree who is to make the
, but must not consult with
ther which of the two pen-
t is advisable to exact; if
so consult, they lose their
nd if either of them, with
out consent of his partner,
a penalty to which *he is*
, *such decision* is final. This
s not apply in exacting the
s for a revoke; partners *have*
ight to consult.
ny one during the play of
or after the four cards are
and before, but not after,
e touched for the purpose
ering them together, may
that the cards be placed
heir respective players.
any one, prior to his part-
ying, should call attention
rick, either by saying that
or by naming his card, or,
being required so to do, by
it towards him, the adver-
ay require that opponent's
to play the highest or low-
est of the suit then led, or to win or lose the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

(The "Etiquette of Whist," and laws of "Dummy" and "Double-Dummy" will be found under these heads.)

The laws of whist, though very good in the principles on which they are based, are, it must be confessed, loosely worded. It is to be hoped that some day the drafting may be reconsidered. If this were done with the consent of the clubs that have adopted the laws (which one would think could be readily obtained), a boon would be conferred upon whist-players.—"*Cavendish*" [*L. A.*], "*Card-Table Talk*," *1880.*

These laws fulfill their purpose so far as promoting harmony and maintaining equity. But they are not well worded; their verbiage is excessive; and they do not everywhere follow in appropriate succession. Some are merely club rules, and others might be dispensed with as self-evident and superfluous. In the event of future revision, some of the conditions of the game might be reconsidered, as follows: (1) Four by honors to count only two points, and two by honors one point, towards the game. (2) No game to be

won by honors without the trick. (3) The penalty for a revoke to be exacted as follows: (*a*) The revoking player to at once forfeit three points to each of his adversaries. (*b*) The revoking side not to score game on the hand during the play of which the revoke occurred. (4) A trick, once "turned and quitted," not to be seen again during the play of the hand, except to prove a revoke.—*Sir William Cusack-Smith* [*L. O.*].

Laws of Whist—Proposed Revision.—Although all the leading English authorities on whist agree that the English code is defective, and should be revised, there does not seem to be any practical movement looking towards revision. The previous code, based on the Hoyle game, remained in force for over one hundred years, until the radical change in the game from long to short whist made it absolutely necessary. It may be that an event of similar importance in the evolution of the game will be necessary before the present code is changed.

In America, the code adopted at Milwaukee, in 1891, was revised two years later, but since that time the American Whist League has become quite conservative, and although a committee on revision was appointed in 1896, it reported against any change in the code in 1897 (see, "American Whist League"), contenting itself with amending the laws of duplicate whist. This was disappointing to those who desire to see the code improved whenever necessity for it arises. Among the suggestions submitted to the committee, at the latter's request, were the following from N. B. Trist, who has taken a prominent and active part in perfecting the American code from the very beginning:

Law 5.—After "place them," insert "properly collected and face downwards." This is the wording of the English law. I would not have suggested this addition were it not for the fac the American laws for cutting aud ing go into still minuter details.

Same Law 8.—Strike out the las tence and substitute the following: dealer also has the right to shuffle." English law allows every player to fle and the dealer to shuffle last. wording of our law being almost the as the English, has given rise to the —made in *Whist*, if I am not mista that all the players had the right to fle. The proposed change would re the ambiguity.

Law 10.—I think "either" wou better than "each."

Law 17, VI.—After "manner," "interferes with." This would pe give greater scope for the applicati the law.

Law 18.—After "called by," strik "either adversary" and insert right-hand adversary at any time d the play of that hand, before he pl any current trick, or before the tr turned and quitted, in case the ca gets the lead. The call may be rep until the card is played, but it cann changed." As our law stands, it is a letter, as nobody can tell when the alty is to be exacted. Some hold t must be done immediately, and c that there must be a trump lead on to exercise the right. The person is to exact the penalty, and the restr as to time, are provisions on the lines as those regarding exposed and leading out of turn—as herein

Law 20.—Strike out "by either a sary."

Same Law, I.—Add "or any u cards of a hand faced upon the ta This is to cover the much-discussed to my mind, absurd English dec that if a hand is placed face upwar the table the whole thirteen cards c called, although only the top one c seen. (See *Whist*, August, 1895.)

Same Law, V.—Add "but not the t card which has been named by the er." Otherwise, it could be treated exposed card, which would not do penalty is provided for naming the t card.

Law 23.—Re-enacted as under "the right-hand adversary can call a posed card, if he plays without calli the player having the exposed card play as he pleases. Should the latt the lead, the exposed card can ot called before the trick is turned quitted." This is an attempt to get the difficulty of a player having t the pleasure of the adversaries calling or not calling.

Law 24.—After "lawfully called," "and who will lose his privilege to suit, unless he gives notice of his

o so before the trick is turned
ted." Same remarks as above

3.—Add a third paragraph as
A player, however, may ask his
les if they have any of the suit
d; but the question establishes
ke if it happens that it is his
who has renounced in error."
ist, August, 1895.)

o.—Instead of present penalty
e: "The penalty for revoking is
ıg of two points to the score of
rsaries." For reasons given at
August *Whist*, 1895, I consider
nt penalty a bungling affair, and
cases totally inadequate as a
ent for a revoke. The change
:, in my opinion, a great im-
nt in the law.

.—After "is final," insert "if a
:minds his partner to enforce a
or if the wrong adversary," etc.
ıragraph, same law. "A player,
has the right to prevent his
from committing any irregular-
pting renouncing in error."
ıanges and additions to settle
ı-disputed questions. (See *Whist*,
1894, p. 48; October, 1894, p. 77;
r, 1894, p. 123; January, 1895, p.

ral A. W. Drayson, of South-
gland, some of whose pre-
ıggestions had been incor-
in the original American
so responded to the request
ommittee. His suggestions
follows:

he value of the game is deter-
deducting the losers' score from
aw 1), the penalty for a revoke
nil. For example, north and
: at the score of five, east and
x. North and south win two by
l game; east and west have re-
By Rule 30, two tricks can be
ed from east and west to north
h, but this makes no difference
lue of the game, as north and
re game without the aid of the
Hence no penalty can be in-
east and west for their revoke.
s to me that the following slight
ı in Law 30 would meet such a
o. The penalty for revoking is
fer of two tricks from the revok-
:o their adversaries, *or deducting
the score of the revoking play-*

r 20, Section 1, "Every card faced
table otherwise than in the regu-
e of play (can be called)." If a player, therefore, place his cards face upwards on the table, the whole of his cards can be called, though he only expose the top card. This is the English law, and it is most unjust to inflict so severe a penalty for such an offense.

I venture to suggest the following as a remedy for this injustice: *If a player place his cards face upwards on the table, the card or cards exposed can be called, and in addition one extra card for each card exposed, the extra card being that immediately below the exposed card or cards.*

By Law 11, English Code, "If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up." I cannot find in the American laws any reference as to when an erroneous score can or cannot be corrected. It might be as well to insert such a law. In the event of such a law being introduced, say that after the game is finished the score cannot be corrected, and more than one game is to be played by the same partners, we might encounter this difficulty: Suppose north and south, at the score of four, win two by cards, but by mistake count three, and hence game. North commences to deal for the second game, but east then remembers that north and south won only two by cards, and are not game. He stops north in the deal and points out the error in the score, which north and south admit, and express regret. North continues dealing, but misdeals. North claims Law 17, Section 6, that he must deal again, as he was interrupted during his deal.

Might it not be well to embody Law 50, English Code, in Law 17, Section 6, American Code? viz.: "If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again."

I venture to offer these few suggestions, as I believe cases must occur where their application may be of benefit, and having found that suggestions I made in 1879 were adopted by the framers of American whist laws eleven years afterwards, I trust that my remarks may not be considered presumptuous.

The action of the seventh congress reserves for a future congress the credit of acting upon the above suggestions. The members of that congress seem to have been swayed by such logic as this: "A bad law that is unchangeable is better than

an uncertain good one, and in our opinion, the damage that would result from continuous changes in the laws would largely outweigh any advantage that might be derived therefrom." (*Whist*, July 9, 1897.) This is, indeed, conservatism run mad. The Medes and Persians at least claimed that their laws were good before making them unalterable. As N. B. Trist says, in a letter received from him under date of August 23, 1897: "This kind of ultra conservatism would act as a perpetual bar to any improvements in our code. I believe the code should be amended whenever it can be improved, but that this should be done only after due care and deliberation. * * * It looks, too, as if the congress had taken a somewhat anomalous position when it assumes the code of laws to be too perfect to be amended, and then suggests a virtual abrogation of some of the laws (an acknowledgment of deficiencies in the code) by recommending that whist-players should 'apply to straight whist such of the special laws of duplicate whist as are applicable, and thus the alleged defects and deficiencies of the present code will be avoided.'"

Lead, The.—The first card played of any round or trick. The original lead is the lead with which the player on the dealer's left (the eldest hand) begins the game; also, the lead with which any other player opens his hand. The uses of the lead are manifold; in fact, the lead is the most important factor in whist play. By its means we draw the adverse trumps, establish our best suit, or that of partner; enable partner to make his small trumps; force the adversaries' strong trumps; bring in our established suit; and do many other things, such as answer signa throw the lead, give partner chance to finesse, etc.

The lead in trumps differs in t important respect from the lead plain suits: it involves no dan that high cards will be lost if k back. With trumps it is, therefo often advantageous to play a w ing game and win the last trou thus retaining the lead and mak it possible to bring in your l suit, especially if you are witho card of re-entry in another suit.

Original or opening leads h an important influence on e hand played. They are alw made in accordance with so recognized system or code when important information is conve to partner, especially when tal in connection with the card pla on the second round. (See, "Am ican Leads," "Old Leads," " "Short-Suit Leads.")

The best leads are from sequences three cards or more. If you have no lead from your most numerous suit strong in trumps.—*Thomas Mathews* [*L. O.*]

Never lead a card without a rea though a wrong one. Be particula cautious not to deceive your partner his or your own leads.—*Thomas Math* [*L. O.*]

Though with good players the l nearly counterbalances the advanta of the deal, with bad ones it is of litt no advantage; of course it increases t of the dealer.—*Thomas Mathews* [*L. O.*]

No player should lead until the pre ing trick is turned and quitted. player should, after having led a sma card, draw a card from his hand another lead until his partner has pla to the current trick.—*Etiquette of W* (*American Code*).

The writer once had the pleasure playing with "Cavendish." After game he said: "Mr Jones, I notice only follow your book in the open leads." He replied "Certainly book is only intended to guide the pl in the opening leads. As the game gresses he must be guided by the fa the cards, experience, and comm sense."—*New York Times*, 1894.

: card to lead is the one that will at afford the most information, and at ame time be in harmony with the al order. This brings the whole se of leading within the scope of al principles, and makes it practi- to prepare a table of leads that will onize and be applicable to all but tional hands. It follows that if ers adopt the same system, they at begin to count the hands, and are enabled to combine their forces and play a partnership game.—*C. D. P. ilton* [*L. A.*], "*Modern Scientific t.*"

ader.—The player who leads ays the first card in any round ick; the one who leads a suit causes the rest of the players ay to it. The original leader pening a hand is the eldest [L.

ading out of Turn.—A mis- in whist, which consists in a er placing on the table a card suit which he desires played, the right to do so belongs to her. To lead when you ought ollow, is to lead out of turn. penalty for leading out of turn at a suit may be called, under merican laws; the card led, or it, may be called under the ish code.

e question, Has a player the to prevent his partner from ng out of turn? is one upon h there is a great diver- of opinion in America. Un- the English code, which, for mple, permits a player to ask his ner whether he has any of a which he renounces (thereby preventing a revoke), com- ication with partner concern- is play is more freely permitted under the American laws, h tend more in the direction aking each player directly re- sible for his own acts. While do not expressly, or under lty, prohibit a player from in- ring with an erroneous lead on the part of his partner, neither do they expressly allow it. The question would, therefore, seem to be one where the etiquette of whist might with profit be consulted, and this says: "No conversation should be indulged in during the play, except such as is allowed by the laws of the game."

"But," say those who claim the right to prompt partner in the emergency in question, "it is not necessary to employ conversation to prevent partner from leading out of turn. It can be done by a gesture, a groan, or other mark of disapproval." In answer to this, however, we may quote further from the etiquette of whist, which says: "No player should, *in any manner* whatsoever, give any intimation as to the state of his hand or of the game, *or of approval or disapproval of a play.*" A lead out of turn is certainly a play, although a wrong one.

While it seems to us clear, therefore, that the American code favors the idea of individual responsibility (thereby inculcating caution and better play), yet in the absence of an express prohibition, under penalty, the whole matter must be left to the good judgment of the table, the same as many other questions of etiquette or of usage.

I contend that a player has a perfect right to prevent his partner from committing any irregularity whatever, such as dealing, leading, or playing out of turn. —*N. B. Trist* [*L. A.*], *Whist, December, 1894.*

A player who sees, or thinks he sees, that his partner is about to mislead, or to lead out of turn, or to commit any irregularity, has a perfect right to mention the fact, and to try to prevent the commission of the irregularity.—"*Cavendish*" [*L. A.*], *London Field.*

By the English code, two penalties may be enforced [for leading out of turn], viz., calling the card or calling a lead, and either adversary may elect to enact this penalty. By the American code, a lead

can only be called, and only one adversary can enact the penalty. This is certainly a reduction of the punishment for careless play.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

I agree with Mr. Trist that one has a right to prevent his partner from committing an irregularity—such as dealing out of turn, shuffling, or cutting—or any irregularity that might occur before the trump is turned; after that the game becomes one of silence and play. We take our partner as one who knows how, and can control his own action; he should have the same confidence in us, and I look upon our new rules as particularly conducive to careful play.—*George H. Fish* [*L. A.*], *Whist, January, 1895.*

It is right on this principle that the English and American codes differ, the former holding that a player may protect the interests of his side by a reminder to partner in some cases, as, when a suit is renounced, to ask if no more of the suit is held, in order to guard against a revoke, while the latter is regulated by the principle that a player must rely wholly on his own intelligence and attention, and that if he falls into any fault, it is only justice for the partnership to suffer the penalty.—*Cassius M. Paine* [*L. A.*], *Whist, October, 1894.*

If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called. If a player, so called on to lead a suit, has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick the cards erroneously played to such false lead are not liable to be called, and must be taken back.—*Laws of Whist* (*American Code*), *Section 24.*

If my partner (not having thirteen trumps in his hand) trumps my ace led, I clearly have no right to order him to take back his trump and put something else in place of it. Why? Because the blunder was his own fault, and I took him as a partner for better or for worse. So, if he neglects to win a trick fourth hand when he ought to, I have no right to suspend the play until I can persuade him to do so. Why? Because, as before, * * * I must suffer while the opponents profit by his foolishness. Now, if he doesn't avoid leading out of turn, * * * I ought not to be allowed to save the game or help our score by playing his hand for him as I do in a sense when I stop him from leading. * * * So long as the lead at the wrong time is strictly the partner's own fault, the firm of which he is a m ber ought to suffer the consequences.—*L. Countryman, Whist, January, 1895.*

If any player lead out of turn, his versaries may either call the card neously led or may call a suit from hi his partner, when it is the next turn either of them to lead.

If any player lead out of turn, and other three have followed him, the t is complete and the error is rectified, if only the second, or the second third, have played to the false lead, t cards, on discovery of the mistake, taken back. There is no penalty ag any one excepting the original offe whose card may be called, or he, or partner, when either of them next the lead, may be compelled to play suit demanded by the adversaries.

In no case can a player be compell play a card which would oblige hi revoke.

The call of a card may be repeated such card has been played.

If a player called on to lead a suit none of it, the penalty is paid.—*Law Whist* (*English Code*), *Sections 62-66.*

Leading Through.—Leading suit in which your left-hand op nent is strong.

Many players seem to think that excellent general rule, lead the strength (that is, lead a suit in w your left-hand adversary has high ca is a rule to be universally followed w you have no good suit of your own. do not know what is your partner's suit. But if your left-hand adver leads from a suit both strong and l and you, making first trick, lead thro him in that suit, you are simply pla his game.—*R. A. Proctor* [*L. O.*]

Leading Up To.—Leading a in which your right-hand oppo is weak—a play usually m when you have no good suit your own, and it is inadvisable return your partner's suit.

Leads, American.—See, "Am ican Leads."

Leads, Systems of.—The par or English, system of lead known as the old leads (q was developed in the early his of whist, in the time of Hoyle

mediate successors. The old enable the player to accu- indicate the high cards in his number in suit being a sec- y consideration. The next system of leads is known as ican leads (*q. v.*), by means ich number, as well as the cter of the cards held, is accu- indicated. The system known milton leads (*q. v.*) is exactly me as the American leads, the exception of certain es made in the leads from and queen. In fact, it is ican leads with modifications. n we have also the Howell (*q. v.*), the common-sense (*q. v.*), and other variations, chief peculiarity is the open- ad from short suits in prefer- o long suits, unless the latter erwhelmingly favorable.

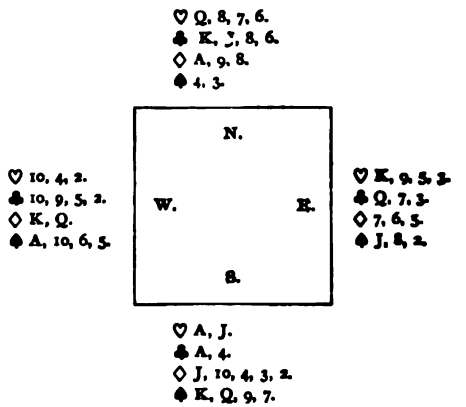
conclusion which the writer has d upon the question of leads is that, yers of moderate ability, the sys- the old leads is the best, because it nost simple. To such a player the cies of the system of American re most confusing, and often, in to determine some subtle question to show the number of cards in a me point of play of far greater al value is overlooked. It is only pert who is able to benefit by the ation to be given by American nd for two moderate players to t system is therefore foolish when r against opponents of their own and especially silly when matched their superiors. The trump-show- ls give very important information, of such a character that if the ad- es are of the class able to use it to t advantage, they may make it in g run redound to their benefit. If versaries have not the calibre to information, then the leader and tner can adopt no system which t them more tricks. The choice as n American leads and the old with the optional trump-showing n, was at least debatable until the on modification removed from an leads their most serious draw- Now, when Greek meets Greek, it seem that the best method of at- the Hamilton modification of an leads.—*Milton C. Work* [*L. A. Whist of To-day.*"

Levick, Mrs. Mary D'Invilliers.—A well-known whist advocate and player. She resides in Philadelphia, where she has taken an active part in every movement for the advancement of the game. As a writer, she is chiefly known by her "Whist Catechism," in which she arranged and gave, in concise form, the fundamental principles which have stood the test of a century, together with American leads and some of the innovations adopted by whist experts.

Lewis, Frederic H.—An English whist expert and writer on the game, chiefly and justly famous for the 145 double-dummy problems which he invented and contributed to the *Westminster Papers*. He was also a fine chess-player, having once succeeded in drawing a game with Paul Morphy. Mr. Lewis was a solicitor by profession, having been admitted to the bar of the Inner Temple, London, in 1856. Charles Mossop, in the last number of the *Westminster Papers*, April 1, 1879, pays this tribute to his work: "The highest feature of the paper has been the production, month after month, of a double-dummy problem by Mr. F. H. Lewis. This field is unworked, but for beauty and ingenuity I do not think these problems will ever be surpassed. * * * If we have done nothing else for the world, we have been instrumental in inducing Mr. Lewis to compose these problems, and they will henceforth represent the highest ideal whist extant."

As an example of Mr. Lewis's powers in this direction, we will quote the following problem, which is one of his very best, if not his best. As good a player and analyst as J. H. Briggs pronounces it the best and most difficult that has ever come under his notice:

THE HANDS.



Hearts are trumps; south leads.
North and south to take nine tricks, east and west playing their best to prevent them.
All the cards are exposed, and each player takes full advantage of their observed location.

The following solution will be found interesting and instructive, although in this, as well as all other problems given in this book, students of the game should first exhaust their own ingenuity before reading the answer. South leads, as stated; the underscored card takes the trick, and the one under it is led next:

Tricks.	North.	East.	South.	West.
1	3 ♠	2 ♠	K ♠	5 ♠
2	A ◇	5 ◇	2 ◇	Q ◇
3	4 ♠	8 ♠	9 ♠	10 ♠
4	♡ 6	J ♠	7 ♠	A ♠
5	♡ 7	♡ 3	♡ J	♡ 2
6	♡ 8	♡ 5	♡ A	♡ 4
7	8 ◇	♡ 9	Q ♠	6 ♠

East and west can now make only the king of hearts and king of diamonds.

If east refuses to trump at trick 7, south leads a diamond; west makes the king of diamonds and east the king and nine of hearts.

Score: North and south, 9; east and west, 4.

This solution, together with an exhaustive analysis (including five variations of the solution), will be found in *Whist* for September, 1879. Although the problem was before the whist-players of America several months, but two correct answers were received, one from Mr. Briggs, the other from Perry Trumbull, of Chicago. John Hopley, of Bucyrus, Ohio, subsequently showed how north and south can win by the lead of any suit except clubs.

"Lieutenant-Colonel B."—A pseudonym under which a little volume appeared in London in 1856, entitled "The Whist-Player: The Laws and Practice of Short Whist Explained and Illustrated, by Lieutenant-Colonel [illegible]." A

lition appeared in 1858,
to the Army and Navy
rom the initial and aster-
s generally believed that
was written by Colonel A.
but Courtney, in his
. Whist and Whist-Play-
es that the real author is
ıave been Henry Charles
"Cavendish" has a very
ion of the author's abili-
ever he was or is, based
ality of his work.

ılam, The.—Twelve tricks
a player and his partner
one hand; a phrase em-
ı "bridge" and other so-
ieties of whist.

: Whist School, The."—
pplied to a coterie of Eng-
enthusiasts who met and
ıe game something after
ner of Lord Folkestone
ıssociates, with a view to
ıent and mutual benefit.
uence of the "Little
like that of the players at
ı Coffee-House, a century
ras destined to make a
mpression upon whist.
ers composing it all de-
be remembered for their
n reducing to systematic
many improvements made
players since the days of
ıyne, and Mathews.
850, we are told by Pole,
young men at Cambridge,
erable ability, who had at
:n up whist for amuse-
nd it to offer such a field
ectual study, that they
l its practice systemati-
ı a view to its more com-
cientific investigation.
hem was Daniel Jones,
f "Cavendish," but the
ıself was not at that time
e party, being then a stu-
. Bartholomew's Hospital.
Later on, about the year 1854, after the members of the original coterie had taken their degrees, "Cavendish" began to meet with them in London. The regular players were Edward Wilson, J. P., W. Dundas Gardiner, Daniel Jones, and Henry Jones, who had not yet assumed his famous pseudonym. While others joined in the play at times, these four formed the backbone of the "Little School." When they met it was their custom to play every hand through to the end for the sake of information and the purpose of making calculations on the results. They wrote down the particulars of all interesting hands, and fully discussed them among themselves. They also had constant access to the principal members of the Portland Club, and difficult points were usually written out and submitted to James Clay, M. P., a member of the club, and one of the foremost whist-players of his day and generation. All the information acquired by the school was carefully recorded and tabulated, but without any thought at the time of publishing it. About 1860 the members ceased to meet, but the records were fortunately preserved by Mr. Jones, still without any thought of making a wider use of them. Dr. Pole, having occasion to write an article for *Macmillan's Magazine* on "Games of Cards for the Coming Winter," published in its number for December, 1861, added the following note: "It would be a great boon if some good authority would publish a set of model games at whist, with explanatory remarks, such as are found so useful in chess, for example." This, attracting Mr. Jones's attention, led to a correspondence between him and Dr. Pole, and to the publication of the "Principles of Whist," "illustrated on an original system by

means of hands played completely through." The whist world was as ready and eager for the new whist dispensation as it had been for the old testament of Hoyle, and the "Little Whist School" was not only the source from which it sprang, but the institution from which was graduated the greatest master of whist since Hoyle.

The "Little School" was first so christened by a writer in the *Quarterly Review* of January, 1871. Then a storm arose. The late Abraham Haywood wrote to the *Morning Post* to say that none of the most celebrated players of the day were aware of the existence of this school. That was not surprising, considering that the players named had no idea that they formed a school until after the publication of the *Quarterly*, when they "awoke and found themselves famous." Haywood added, in the *Post*, "Did these young men originate, or elaborate, or compass anything, or did they merely arrange what was well known and procurable before?" To this "Cavendish" replied: "What I claim for the Little School is that in one book we gave, for the first time, the reasoning on which the principles of whist play are based, logically and completely." It does not appear that the "Little School" originated any alterations worthy of record. These came later on.—*N. B. Trist [L. A.], Harper's Magazine, March, 1891.*

Living Hand.—In dummy whist, a hand other than dummy's. In French dummy, *vivant*, or the living hand, is more particularly the player who is dummy's partner.

"Living Whist."—An elaborate form of stage performance that has become popular of late years. It is also called "Spielkartenfest," or festival of the playing cards. It is said that Mrs. George B. McLaughlin, of Philadelphia, noted its success abroad, and introduced it to society in the Quaker City in 1891. Next it was transported to Portland, Me., and then it spread to other cities. The amusement seems to have been suggested by living chess, which was very popular as early as 1879. In that year, among other contests, one came off in the Academy of Music, New York, in which Captain Mackenzie and Eugene Delmar manipulated the living chessmen.

In "living whist," as we have seen it played, the curtain rises, and a garden *fête* is seen in progress at the royal palace. One of the guests proposes that a game of whist be played, in which the officers and court ladies shall act the part of hearts, clubs, diamonds, and spades, each being appropriately costumed. The suggestion is greeted with applause, and when the curtain rises again a tableau is presented of the entire complement of fifty-two cards. Then comes the game, and the cards are duly shuffled and dealt (by marching and countermarching), after which they are played by four expert whist-players. Each of these players has a page or attendant to bring the living cards out as they are desired.

"Musical Whist, with Living Cards," by "Cavendish," was written for the centenary celebration of the Masonic Female Orphan School of Ireland, and played at a grand bazar in aid of this noble charity at Dublin, in May, 1892. It illustrates some of the most famous card hands of the past century.

Long Cards.—The cards of a suit remaining in one hand after all the other cards of the same suit are out.

Long Suit.—A suit containing originally four or more cards. The long suit is held to be the best medium for the play of the partnership game, and, with the latter, forms the basis of modern scientific whist, as taught by Pole, "Cavendish," and the American school.

long suit is that of which you held
ılly more than three cards. The
therefore, indicates strength in
:rs. — "*Portland*" [*L. O.*], "*The Table.*"

Hoyle] also explained how tricks
be made by a number of small
of a long suit, so entailing the ex-
ı of tricks in other good suits
y the adversaries.—*William Pole*
-], "*The Evolution of Whist.*"

suits may be divided into three
: (1) Those which are very poorly
d for the purpose of an original
g, viz., four-card suits without a
rd. (2) Those which, as a rule, can
lized more advantageously if not
ılly opened, viz., ace, queen, and
hers, one of which is not the jack;
queen, and two small; king, jack,
wo small; queen and three others
r than jack; jack and three others.
se which should always be opened
ılly in preference to a short suit,
ny other long suit.—*Milton C.* [*L. A. H.*], "*Whist of To-day.*"

will suppose that it [the leader's
contains only one, two or three
s. It will follow that among the
or "plain" suits there will be at
ne of four or five or more cards.
suit is called a *long* suit, from its
aing more than the average num-
cards, and it has an inherent capa-
of trick-taking which is very
g and important. To illustrate
t us take an easy example: Sup-
hold ace, king, and five small
each other player having two. If
he lead, and trumps are out, I can
ny adversaries' hearts with my ace
ing, and then all my five others,
er small they are, will make tricks.
ppose I hold the knave and six
hearts, and suppose I have led
ones twice, which have brought
e ace, king, and queen, leaving,
e ten in an adversary's hand. My
ıit is then said to be "established,"
I can get the lead I can bring it in
ay make tricks, not only with the
but with the three small ones
ıing. It is easy to see from this
a great power a long suit may
e; and although the cases cited are
arly favorable, the principle is the
n all. With even the least favor-
ase possible, namely, four small
one will not unfrequently make a
ıy reason of the "long-suit" capa-
—*William Pole* [*L. A+*], "*Philoso-
Whist.*"

ong Suiter."—A player who
from long suits; one who plays
ng-suit game.

Long-Suit Game, The. — The game based upon the original lead from the long, or longest, suit. To establish and bring in such suit, taking tricks with the small cards when the adverse trumps have been extracted, and the lead retained or regained, is considered the height of scientific play. From the earliest times this has been looked upon as ideal whist, and the strongest opponents of the system admit its beauty when the long suit is successfully brought in. The modern tendency has been to make whist more and more a partnership game, and Dr. Pole, in his philosophical treatises, demonstrates that the long suit is the most perfect means whereby partnership play may be effected, and the two hands practically utilized as one. The success of the long-suit game depends very largely upon a perfect understanding between the partners, and for this reason it is very necessary that they should have legitimate means for communicating, and reading and understanding each other's play. In this direction the greatest services have been rendered the long-suit game by "Cavendish" and Trist, who devised the most perfect language that cards have ever been made to speak while being played.

While the long-suit game consists in leading from and bringing in the long suit, its strongest advocates admit that hands may be held from which it is advisable to lead from a short suit instead of the long. Provision for such exceptional play is made by means of what are called forced leads (*q. v.*). Some players employ these more largely than others. The short-suit players use them so largely that they become the rule, and the leads from the long suit the exception.

The following illustrative hand is given in Pole's "Theory of Whist,"

and shows "how singularly, under extreme circumstances, the bringing in of a long suit may annihilate the most magnificent cards. The hand is a very remarkable whist curiosity." This is the same hand, with the suits transposed, which is widely known as the "Duke of Cumberland's famous hand" (*q.v.*). A and B are partners against Y and Z. The former hold all the honors in every plain suit and two honors in trumps, and yet do not make a single trick. Z dealt and turned the two of hearts. The underlined card wins the trick, and the card under it is the next one led:

Tricks.	A	Y	B	Z
1	♡ 7	♡ 8	♣ 6	♡ 2
2	K ♠	2 ♠	J ♠	♡ 8
3	♡ 9	♡ 10	♣ 7	♡ 4
4	A ♠	3 ♠	Q ♠	♡ 5
5	♡ J	♡ Q	♣ 8	♡ 6
6	♡ K	♡ A	6 ◇	2 ◇
7	♣ J	10 ♣	7 ◇	3 ◇
8	♣ Q	9 ♠	8 ◇	♣ 2
9	Q ◇	8 ♣	9 ◇	♣ 3
10	K ◇	7 ♠	10 ◇	♣ 4
11	A ◇	6 ♠	J ◇	♣ 5
12	♣ K	5 ♠	♣ 9	4 ◇
13	♣ A	4 ♠	♣ 10	5 ◇

Score: A-B, 0; Y-Z, 13.

Per contra, R. F. Foster, the most determined opponent of the long-suit game in existence, gives the following illustrative hand in his "Whist Strategy" (1894), as an example illustrating the weakness of the long-suit game and the potency of leads from short suits. The king of hearts is turned. In the long-suit play of the hand, A leads as follows:

Tricks.	A	Y	B	Z
1	2 ♠	3 ♠	10 ♠	Q
2	3 ◇	2 ◇	A ◇	10
3	5 ♠	7 ♠	J ♠	A
4	7 ◇	4 ◇	6 ◇	K
5	Q ◇	5 ◇	♣ 3	9
6	K ♠	9 ♠	4 ♠	6
7	8 ♠	♡ 10	♡ A	♣ 5
8	♣ 9	♣ J	♣ 4	♣ 8
9	♡ 3	♡ J	♡ 2	♡ 4
10	♡ 5	♡ 7	♡ 8	♡ 9
11	♡ 6	♣ 2	♡ Q	♡ K
12	8 ◇	♣ 6	♣ 7	J
13	♣ 10	♣ Q	♣ K	♣ A

Score: A-B, 4; Y-Z, 9.

In the short-suit play of the hand A leads as follows:

Tricks.	A	Y	B	Z
1	♣ 10	♣ 2	♣ 4	♣ A
2	Q ◇	2 ◇	6 ◇	10
3	♣ 9	♣ J	♣ K	♣ 5
4	5 ♠	3 ♠	J ♠	A
5	3 ◇	4 ◇	A ◇	K
6	8 ♠	7 ♠	10 ♣	6
7	K ♠	9 ♠	4 ♠	Q
8	7 ◇	5 ◇	♡ 2	9
9	♡ 3	♣ 6	♣ 7	♣ 8
10	8 ◇	♡ 10	♡ Q	J
11	2 ♠	♣ Q	♣ 3	♡ 9
12	♡ 5	♡ 7	♡ A	♡ K
13	♡ 6	♡ J	♡ 8	♡ 4

Score: A-B, 9; Y-Z, 4.

"In the original play," as Foster, "A leads his long suit li a machine. In the overplay a sho

trengthening card is led. Y, aving studied the defense to tyle of play, passes, allowing inesse. Then A finesses with ngthening card second hand. her he now continues clubs, ds diamonds, makes no differ- n the result. At the eighth if he leads the thirteenth , the result is the same, wheth- trumps and B overtrumps, or pass. The short-suit play of and makes eighteen tricks st eight; a gain of ten."

l from your long suit only when e sufficiently strong to bring in that th the aid of reasonable strength e part of your partner.—*Charles* [*L+O.*], *Westminster Papers, No- 1, 1878.*

re willing to admit that in a major- ases long suits are not established, e struggle to bring in a long suit utes the intellectual enjoyment of me.—*Cassius M. Paine* [*L. A.*], *March, 1896.*

writer before "Cavendish" sug- he modern practice of trying to es- a long-suit even when there is not ghtest of hope of "remaining with t trump to bring it into play."—*R. ter* [*S. O.*], "*Monthly Illustrator,*"

s being nearly equal, the point to all the manœuvres of good whist- s tend, is to establish a long suit preserve the last trump to bring it ay, and to frustrate the same play ir adversaries.—*Thomas Mathews*

long-suit informatory system the game of whist an intelligent mulating contest of wits; the short- informatory methods detract from me's fascinating intellectual stim- reducing whist to the plane of a a contest, a game of deception in- f information.—*Charles S. Boutcher*

long-suit game owes much of its mong experts to these two facts: k partner, confining himself uni- to this method, can do but little while his strict adherence to that . with the exaggerated amount of ation thereby conveyed, enables perior player on occasion to play ands instead of one—*Emery Board- L+A.*], "*Winning Whist.*"

lay from the long suit, or to en- to make a long suit if you have an available one, or to make for your partner commanding cards which you have ascertained that he holds, is certainly correct; but merely to draw the trumps of the adversaries, and of course those of your partner, or always to attempt to draw them when you have numerical strength, is not good whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

I believe in the long-suit game when (and only when) it will probably, or with a reasonable degree of probability, do what it is intended to do, namely, establish and bring in the long suit. Establish and *bring in*, mind you. We short-suiters don't care a fig about merely clearing a suit; we must also do some business with it afterwards in order to gratify our covetous inclinations. We would rather take tricks in a suit without establishing it, than establish it without taking tricks.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

It often happens towards the end of a hand, an unplayed suit, of which the leader holds (say) four cards, can go round only twice—*e. g.*, there may be two trumps left in one of the opponents' hands. In such case, if your suit is headed by queen or knave, you should treat it as a suit of two cards only, and lead your highest, as this gives the best chance of making two tricks. In the reverse case, when a suit can go round only once, it is obvious that a small card should be led, so as not to tempt partner to finesse.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist*" (*Twenty-second edition*).

Some very erroneous, and, to the members of the Albany team, some very annoying, statements have appeared in print regarding their system of play. The *Post-Express* has been at some pains to get the truth. They are long-suiters of the hard-shell, never-say-die variety, and play that game because they believe it to be a winning one. The several matches played by them during the past winter against the so-called "common-sense," "short-suiters," and "mixers" have only served to more firmly convince the whole team that the long-suit game was the stronger when the teams were of equal ability.—*Rochester* (*N. Y.*) *Post-Express, May 22, 1897.*

While the main object of the scientific whist-player is to establish and bring in a long suit, it must be admitted that in a large number of hands this object cannot be attained, and the best whist-players are those who are quickest at perceiving when it is incumbent on them to abandon the idea of making a great hand out of any particular holding, and to reach out for all stray tricks in sight. When you cannot bring in your long suit you must

bend your energies in the direction of preventing your adversaries from bringing in theirs, and your trumps are the best weapons to employ.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

Let us take, for example, the thirty-nine hands given by "Cavendish," in his "Laws and Principles," as showing the advantage of the long-suit system of strategy. * * * Let us take these hands, and in every one of them lead the shortest suit, playing for position and tenace, or for the ruff, ignoring altogether the long-suit theory. * * * In comparing the result with the published play we find, in

Three hands there is no short suit; in

Eleven hands the short-suit game wins more tricks; in

Ten hands the short-suit game loses more tricks; in

Two hands it wins or loses according to the play of the adversaries; in

Thirteen hands it makes no difference in the result.—*R. F. Foster* [*S. O.*], "*Whist Strategy*," 1894.

When long-suit players are partners they follow an entirely different system. If one begins with a small card of an unestablished suit, he shows he is not strong enough to lead trumps, it is true, but what does his partner do if he has not the necessary strength to help him? Does he run? Not at all. He says to the original leader: "If you are not strong enough to defend that suit yourself, and I cannot help you, the best thing we can do is to try to establish another defenseless suit," and he proceeds to lead his own. The writer has seen many thousands of hands played, but has never yet met with a case in which two partners, neither of whom was strong enough to lead trumps, succeeded in establishing two suits, except for the benefit of their adversaries.—*R. F. Foster* [*S. O.*], *New York Sun*, 1896.

It is urged against the long-suit system, that the object aimed at more frequently fails than succeeds. This is true, as success usually requires not only the perfect co-operation of the partner, but also a fortunate arrangement of the cards. But the argument is worth nothing unless some disadvantage arises from the attempt if unsuccessful. This is quite the reverse of the fact; for (a) if the attempt fails, it does not stand in the way of the full realization of any other advantages the hand may possess; and (*b*) the system is so constituted as to do the least possible harm to either of the players using it, or good to their opponents; and, indeed, it offers generally the best means of obstructive tactics against the opposite party. The long suit is almost always practicable. Leads on other princi are not. For example, you may have master cards to lead out at once for t making, and no single card to lead ou trumping. Some old authors recomm first leads from sequences, and o writers, more modern, from combi tions which will leave tenaces to be up to. But you may have no such c in your hand. Hence all these fail giving any definite information to y partner, whereas it very rarely happ that you have not a long plain suit, consequently your *suit*, as the Fre call it, to your partner, is uniform unmistakable.—*William Pole* [*L. A*] "*Philosophy of Whist.*"

Long Trump.—The last tru held in one hand, all the oth being out. Long trumps are number of trumps held by a pla after having drawn all the oth

Long Whist.—Whist as origina played from the time the game came generally known; the t point game, honors counting, latter being calculated as follo One player, or one player with partner, holding the four hon (ace, king, queen, jack), sco four; holding three honors, t score two; holding two honors, t do not score. Players at the s of eight cannot count honors.

Long whist was improved Lord Folkestone and the play at the Crown Coffee-House, L don, beginning with the year 17 (See, "Crown Coffee-House," "Folkestone.") It was the wh which was taken up and taught Hoyle, and it continued to be whist played everywhere until, an evil moment, the gamblers, had gotten hold of it as a favo amusement, found it too slow their purposes, and cut it in t (See, "Short Whist.") Pole of long whist that "sometim when the honors ran even, a ga might be spun out for a long ti and the longer it took the less g there was made by the winners."

g whist is now practically ob-
having been supplanted in
ad by short whist, the five-
game, with honors counting,
i this country by the seven-
game, honors not counting.

:ford we used to play long whist,
ave always been sorry that the
egged out. It had more variety;
beginning, the goal was distant,
ld take liberties, and finesse into
ots: there was more scope for sci-
ily I am afraid we had very little.
atter half of it it was short whist,
—complicated to some extent by
ou one?"—when you have to be
areful in your finessing or the
gone before you know where you
he American scoring is much
iir, but it must be murderous to
fer.—"*Pembridge*" [*L+O.*], *Whist*, *1895*.

gest Suit, Lead from the.—
lvantage of opening the hand
lead from the longest suit
iown to the masters of whist
he early history of the game.
m Payne gave it his unquali-
idorsement as early as 1770,
ie said, in his "Whist Max-
" Begin with the suit of which
ive the most in number, for,
trumps are out, you will
ily make several tricks in it."
ained for Dr. Pole, however,
e fully demonstrate that the
om the longest suit is the
ieans for carrying on the
rship game; or, in other
of playing both hands as
This forms the basis of mod-
entific whist as advocated by
ndish" and his school. This
of selecting the longest (or
uit for the opening play, in-
f the strongest, has met with
opposition from those who
: in the efficacy of short-suit
They especially object to
ariable lead from the longest
though here, it seems to us,
re borrowing trouble unne-
ly; for "Cavendish," and all
the most ardent advocates of the long-suit game, recognize the fact that exceptional hands may be held to which no fixed rule can be profitably applied, and provision has, to a certain extent, been made for these under the head of what are called "forced leads," an adjunct of the long-suit game. Whist, it is firmly believed by many, is passing through a transition period to still higher and nobler forms, and it may be well, therefore, not to be bigoted or dogmatical either way. Certain it is that the modern scientific partnership game, under normal conditions, is best played by means of the original lead from the longest (or long) suit; but exceptional hands, and exceptional conditions of the game should also be taken into consideration.

For our own part, we should be inclined to say, Lead from your long suit only when you are sufficiently strong to bring in that suit with the aid of reasonable strength on the part of your partner.—*Westminster Papers* [*L+O.*].

In deciding what card to lead from the long suit, regard must be paid not only to the establishment of it, but also to the possibility of making tricks in it early, in case it should not be possible ultimately to bring it in.—*William Pole* [*L. A+*].

I should like an answer to this simple question: If the longest suit is always to be led, how is it that every whist book, without exception, gives minute directions for leading short suits?—"*Pembridge*" [*L+O.*], "*Decline and Fall of Whist.*"

The rule of always leading from the longest, as distinct from the strongest, suit, is a rule which, more frequently than any other, sacrifices a partner's cards without any benefit to the leader, and is in direct opposition to the true principles of combination. — "*Mogul*" [*L+O.*].

We have hitherto assumed that you lead from the longest suit you hold, which is the safe general rule; but cases often occur which involve some difficulty of choice. For example, suppose you have five small cards in one plain suit, and four with honors in another. The theory by no means imperatively calls on you to lead the former, for it must be borne in

mind that the *rank* of the cards always deserves consideration, and your leading the four-suit (which is still a long suit) would be perfectly justifiable. Similarly, a question might arise between four small cards and three good ones; but here the case is different, for three cards constitute a *short* suit, to lead which unnecessarily would be a violation of the theory.—*William Pole* [*L. A.*], "*Theory of Whist.*"

In selecting a suit for the lead, numerical strength is the principal point to look to: for it must be borne in mind that aces and kings are not the only cards which make tricks; twos and threes may become quite as valuable when the suit is *established*, i. e., when the higher cards of the suit are exhausted. To obtain for your own small cards a value that does not intrinsically belong to them, and to prevent the adversary from obtaining it for his, is evidently an advantage. Both these ends are advanced by choosing for your original lead the suit in which you have the greatest numerical strength; for you may establish a suit of this description, while, owing to your strength, it is precisely the suit which the adversary has the smallest chance of establishing against you. A suit that is numerically weak, though otherwise strong, is far less eligible. Suppose, for example, you have five cards headed by (say) a ten in one suit, and ace, king, and one other (say the two) in another suit. If you lead from the ace king two suit all your power is exhausted as soon as you have parted with the ace and king, and you have given the holder of numerical strength a capital chance of establishing a suit. It is true that this fortunate person *may* be your partner; but it is twice as likely that he is your adversary, since you have two adversaries and only one partner. * * * The best suit of all to lead from is, of course, one which combines both elements of strength.—*Cavendish* [*L. A.*], "*Laws and Principles of Whist.*"

Looking Over a Hand.—Gaining a knowledge of the cards held by another player, by unfair means, such as looking into his hand. This is a reprehensible practice, and one which should subject the offender to expulsion from the table; although careless players who hold their cards so that they may be seen, often place temptation before those who would not try to gain an unfair advantage of their own accord. Some players have been known to be guilty of the equally reprehen-sible practice of purposely l[...] or exposing their hand for [...] to look over. It is hardl[y] [...]sary to say that such whis[t] [...] played among gentlemen.

It is wrong to see your ad[...] hand; it is wrong to play on th[...] edge thus obtained. * * * [...] thing to teach a player is the obv[...] to hold up his cards.—*Westmin[ster]* [*L. O.*].

It must not be supposed that w[...] in any way to justify a man in [...] over another's hand on purpose [...]ing accidentally seen an adver[...] in playing accordingly. In sp[...] peated provocations in the last [...] the man thus playing is a cont[...] being at best.—*Westminster Pa[pers]* [*O.*].

Clay told me that when he firs[t] [...] whist at a London club he was [...] to see an old gentleman del[...] looking over one of his [...] hands. Mr. Pacey, the player wh[...] was overlooked was as it happ[ened] old friend of Clay's, and the two[...] over Clay took an immediate op[portunity] of advising him to be[...] his ha[...] playing against P——, adding [...]

"The last hand he saw every [...] held"

"Oh, no, he didn't" replied M[...] who was well aware of P——'s p[...]ties; "he only saw a few I put [in] ner to puzzle him."—*Cavendish* "*Table Talk.*"

Loose Card.—A card [...] plain suit which, owing [...] strength of the other ha[...] useless.

Loose card is a card of no val[ue] consequently the properest to [throw] away.—*Edmond Hoyle* [*O.*]

Losing Card.—A card w[...] not likely to take a trick.

Losing Trump, Declini[ng to] Draw a.—As a rule, a play[er who] has his long suit established [and] the trumps all out except a [...] trump in the hand of the [adver]sary, does not hesitate to dra[w that] trump also. But "Cave[ndish"] holds that there is another c[lass of] cases where the trump should [not be] drawn as a matter of cour[se. For] instance, if one adversary

ıblished, and his part-
rd of that suit to lead.

ıt having scored. The
› have not scored are
the point of love. To
e, in England, means
›ut stakes.

-The state of the score
side has made a point.

e.—A game in which
› before the other side

s.—The eight inferior
pack, from deuce to
'e. Under the system
leads they are gener-
ourth best, in original
:r the old leads, they
:ad from the penulti-
epenultimate. In the
ort-suit) system, the
. of the nine indicates
ıg-card game; the lead
seven, or six, the ruff-
ıd the lead of the five,
or two, the long-suit
ınd of game played de-
n the character of the
low cards are also
'or signaling purposes.
;-suit game they are
ne value as high cards
hen the suit has been
he adverse trumps ex-
the lead retained or
To give this higher
value to the low cards
: chief features of the
· modern scientific,

e led when the leader has
and, or when it is best to
igh card or cards as are
to keep the command or
They also indicate, to a
xtent, the character and
suit.—*Fisher Ames* [*L. A.*].

Lowered Hands. — A careless player may not only lower his hand accidentally, and thus give others an opportunity to look it over, but an unscrupulous player may lower his hand for the purpose of showing his cards to his partner. In the American code, a penalty is provided for such practice.

The case of a lowered hand comes under the same category; "but," asks General Drayson, "who is to be judge whether the hand has been sufficiently lowered for the partner to see any portion of a card?" The answer is, the partner himself; presuming him to be a gentleman, he is allowed to sit on his own case, and if he denies having seen the card, there is an end of it.—*N. B. Trist* [*L. A.*], *Whist, August, 1895.*

By the English code, you may lower the whole of your hand so that your partner may see nearly every card in it, but there is no penalty for doing so. In case 29, "The Art of Practical Whist," I called attention to the defect in this law. By the American code, an attempt is made to remedy this defect. Law 20, section 3 [under "Cards Liable to be Called"], states: "Every card so held by a player that his partner sees any portion of its face." Section 4: "All the cards in a hand lowered or shown by a player, so that his partner sees more than one card of it." Who is to be the judge as to whether the cards were sufficiently lowered to enable the partner to see them? One partner might sit very tall, another very short; the angle at which the cards were lowered might enable the tall partner to see them, while the same angle of lowering would not enable the short partner to do so. Who is to judge of the angle? It would be merely a matter of opinion on the part of the adversaries, and when a question comes to a matter of opinion it must end in an unsatisfactory dispute.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Low's Signal.—One of a number of devices or signals intended to convey to partner exact information concerning the number held by you in a suit led by him. H. N. Low, of the Capital Bicycle Club team, effects this in the following manner: With four or more of the suit, you play the third best

to partner's lead of a high card, or when no attempt is made to win the trick. In returning the suit you lead the second best, if three or more remain, and on the third round, or when discarding, you play the highest, always retaining the fourth best, and those below fourth best.

Luck.—Chance, accident, fortune, good or bad, at whist, is that element of the game which is beyond the control of skill, and is known as the luck of the game. As we have observed in our remarks on the history of duplicate whist (*q. v.*), the modern tendency has been to eliminate more and more this element of chance or luck from whist, and to enlarge the element of skill. In the game, as first played, luck was the most important element; hence the game lent itself readily to the play for money, the poor player having, to some degree at least, an equal show with the good player, for it is a fact often commented upon, that poor players are apt to hold good cards. The old style play, limited in its informatory character, if not almost entirely non-informatory; the counting of honors, and the shortening of the game from ten to five points, were all favorable to chance, or luck, in the game as played in England, and to this day it seems impossible to get Englishmen to play whist for its own sake, without the addition of stakes. In America, the elimination of honors, the lengthening of the game from five to seven points, the free use of the trump signal, echoes, number-showing leads, and other informatory play, have made whist more and more a game of skill and partnership; and by the development of duplicate, the final blow may almost be said to have been dealt to the element of chanc luck.

Strangely enough, it is the me habitually win that are the most p that such a thing as luck does not —*Westminster Papers* [*L - O.*]

I am often asked the question is more valuable at whist—luck or I invariably answer: Luck to win skill to enjoy them.—*R. F. Foster* "*Duplicate Whist.*"

The Americans, almost with o cord, have cried out against the l the short game, and sought me increase the power of the elem play, by declining to count the h and making the score by tricks *William Pole* [*L. A -*], "*Evolut Whist.*"

Watch the cards held by the hab unlucky player, and without doub will be found average cards; but w holds a good hand he does nothin it, and when he has a bad hand h every trick that it is possible to *A. W. Drayson* [*L - A -*], "*The A Practical Whist.*"

In the American whist laws m tion is made of counting honors game consists of seven points, inst five. • • • These alterations t diminish the effect of what is t "luck," and hence to increase the of play. This is undoubtedly an im ment in the game of skill.—*A. W son* [*L - A -*], "*Whist Laws and Wh cisms.*"

As soon as ever you have taken y hand, utter an exclamation, as if w received a sudden shock, and decla you are the most unlucky devil tha lived, and that you always hold th horrid cards. If after that you win, your success must, of course tributed only to your own masterly On the other hand, if you shou you are thus made to present the s spectacle of a virtuous man contr struggling with adverse fate, whic awe your opponents into admirati wonder, and excite the sympat lookerson.—*Blackwood's Magazine tember, 1858.*

There are various kinds of luck intricate game like whist. • • making up the table you may get bad table or a good table. In cutt partners you may get the best worst partner. You may lose th You may choose the right or the cards. Your partner, if a good p may play ill, and lose the game, or, a bad player, you may play well and win or lose the game. You o partner may have at starting two o

each of apparent equal value. ı the one, and you win; and other, and you lose; and a bad ay not finesse, and lose; or he a finesse utterly indefensible, ›y it. Either player may mis-ıe hand, and lose the game. lose by an oversight, by drop-rong card, and so on.—*West-ters* [*L+O.*].

ı not a certainty; neither is it you will every year find your tactly square on the thirty-first ıer—it is a popular fallacy de-ıose who win, to keep the losers irits. * * * I have no doubt ıalize themselves in the long lfficulty is that I am unable to ıny idea, even approximately, duration of a long run is. I l three Yarboroughs in two 'arborough is a hand contain-rd above a nine), and a hand rd above a seven at least twice. ı a hand recently at Surbiton ards above a six. One of the players I ever met lost twenty-secutive rubbers; feeling ag-this treatment, he swore off for ;, and then lost twelve more. If ıch a thing as luck—and I be-: is—don't lie down and let it When you hold cards which t consider quite equal to your stead of playing worse on that s most people do—take a little —"*Pembridge*" [*L+O.*].

—An old whist term, now ıed, which was borrowed : game of backgammon, passed into the common ›n, "to leave one in the To save your lurch, in the nguage of Hoyle's time, › prevent the adversaries king the odd trick neces-win the game, you and :ner having scored nothing schapelles says it is used the losing partners have e one point—*i. e.*, when e lost everything that can

: "Humours of Whist" ı satire on Hoyle, one of acters is named *Lurchum*.

, Lord, as a Whist--Lord Bulwer-Lytton, the thor, was fond of whist, and belonged to the celebrated Portland Club, in London. Sergeant Ballantine, in his reminiscences, tells us that he played the game well, and apparently concentrated his whole attention upon it; but, at every interval between the rubbers, he would rush off to a writing table, and with equally concentrated attention, proceed with some literary work until called. Among the members of the club was a Mr. Townsend, a very inoffensive man, for whom Lord Lytton took the most violent dislike; so much so that he would never play whist while that gentleman was in the room, being firm in his belief that he brought bad luck. "One afternoon," says Ballantine, "when Lord Lytton was playing, and had enjoyed an uninterrupted run of good luck, it suddenly turned, upon which he exclaimed: 'I am sure that Mr. Townsend has come into the club.' Some three minutes after, just time enough to ascend the stairs, in walked this unlucky personage. Lord Lytton, as soon as the rubber was over, left the table and did not renew the play."

"Major A." — A pseudonym adopted by Charles Bardwell Coles, who published, in 1834, "Short Whist: Its Rise, Progress, and Laws, together with Maxims for Beginners, and Observations to make anyone a Whist-Player. By Major A*****." The great popularity of short whist made a text-book entirely devoted to the new form of the game very desirable, nothing having appeared as yet save a few pages by Mathews in an appendix to his book on the old game of long whist. Thus "Major A." became popular, despite his lack of originality. This was also in some measure due to the fact that Major

Aubrey, a leading whist-player of the day, was supposed to be the author of the book. Coles himself was a literary hack, and all he did was to translate Mathews into short whist, so to speak. Thus, if Mathews says the game is ten up, "Major A." makes it read five up, etc. Nor did he improve upon Mathews's lack of methodical arrangement. Coles's venture, however, was successful. A second edition was called for in two months; a third was published next year; and new editions appeared frequently after that, so that the sixteenth was published in 1865. This had the distinction of having added to it Dr. Pole's first essay on the "Theory of the Modern Scientific Game."

"Major Tenace."—Under this pseudonym was published in 1886 (New York and London) a "Handbook of Whist and Ready Reference Manual of the Modern Scientific Game." The author (George W. Bailey, of New York City) says in his introduction: "An attempt is made to condense, arrange, and to marshal into a system all the specific directions for play that could be found in the works of the acknowledged masters of whist. The object is to present these directions, unencumbered by explanation or discussion, in a form convenient for reference."

Make.—To make a card is to take a trick with it. "To make the cards," is sometimes used in England synonymously with the expression "to shuffle the cards."

Make Up.—When two packs of cards are used at a table, the dealer's partner must make up, or collect and shuffle, the cards for the ensuing deal, and place them at his right hand. (See, "Shuffling.")

Mandell, Henry A.—Fift
dent of the American
League; was born in Detroit
March 16, 1861. He was e
in the public schools, and gr
from the University of Mic
1883, with the degree of I
of Philosophy. He subse
studied law, and was adm
practice in the Supreme C
Michigan in 1895. In 1892
appointed assistant city a
of Detroit, and resigned in
accept the position of a
prosecuting attorney of
county, which he still holds

He has played whist sinc
receiving his first introduc
the game at college, wh
joined other freshmen in st
and playing it. In 1888 he
to organize the Detroit Whis
and in 1889 was elected its
dent. Later, when it was
with the Wayne Club, a
Wayne Whist Club was org
he became the first president
latter organization. In 1895
elected the first president
Inter-state (Ohio and Mic
Whist Association, and in
likewise the first president
Michigan Whist Associatio
has attended every congress
American Whist League
first, and was elected one
directors in 1892, serving
capacity until 1896, when
elected vice-president. At
enth congress, held at Put
1897, he was honored with a
mous election as president.

Mr. Mandell says: "I
strong advocate of the lo
game, as treated by Hamilt
'Cavendish,' including the
ples: (1) 'Know the rule
when to break them;' and
fall of the cards may at one t
another modify every
play.'"

erisms. — Nearly every
as some slight mannerism,
would be difficult to find a
layers all reduced to the
ical regularity and fixed
of expression such as be-
automata. In fact, if this
ossible, their mannerism
e exceptionally marked. A
individuality must assert
his style of play, and this
jectionable, so long as it
annoy or infringe upon the
f others, and so long as it
t impart information to a
or obtain for the player any
undue advantage. (See,
Peculiarities of Players.")

t whist to show anything about
d by your way of handling your
hether through design or care-
—*R. A. Proctor* [*L. O.*].

yer should play a card in any
o as to call particular attention
should he demand that the cards
, in order to attract the attention
tner.—*Etiquette of Whist* (*Amer-*
).

ould studiously avoid all man-
n play, and never permit your-
draw any inferences from the
either your partner or your op-
if they should be guilty of mak-
n.—*C. D. P. Hamilton* [*L. A.*],
Scientific Whist."

imation whatever, by word or
should be given by a player as to
of his hand or of the game. A
ho desires the cards to be placed
should do it for his own informa-
, and not in order to invite the
of his partner.—*Etiquette of*
nglish Code).

should be played in a manner
bjectionable features. Each card
e played with thought and rea-
re no physical indication of the
f your hand, and do not intrude
ems which trench upon fairness
sty. Refrain from assuming a
ch does not belong to you, and
e yourself from appearing ridic-
". *E. Otis* [*L. A.*], *in Newark News.*

annerisms of some players afford
clue to the contents of their
an any card they could possibly
do not refer to the bumbledogs—
-thumpers, who are mostly in
on railway trains, and who
idea of concealing their emo-
tions—but to the gentlemen who play scientifically. One of the most eminent of whist-players, who has placed himself on record as most emphatically opposed to anything that may look like a private convention, conveys to his partner the most positive information of his holding when third hand, by a way he has of partially drawing his card before the second hand has played. By this trick of manner, which is entirely involuntary, his partner knows whether or not he is considering a finesse. If he takes it and loses, his partner knows exactly what he holds in the suit, from knowing what he must have to even consider a finesse. Most valuable information this. No doubt the action is entirely unconscious, but it is no less informatory. There are others, as we all know, who convey more or less information by a significant look or smile, or movement. These mannerisms are far more intolerable than what are sometimes mis-called "private conventions."—*Whist* [*L. A.*], *April, 1896.*

Mark.—To mark a card in some other player's hand is to locate it by the fall of the cards.

Markers.—Whist-markers are used in counting or scoring the points made by the players. They may consist simply of round chips, or of some of the many devices invented for counting purposes. It is highly important that the apparatus, in each instance, shall allow the state of the score to be distinctly seen by each player, as the game progresses.

Marking.—See, "Scoring."

Masking a Signal.—Starting a signal and failing to complete it on the second round. The player having some reason for changing his mind about signaling, conceals his intention.

Master Card.—The highest unplayed card of a suit; the king card.

This is sometimes also called the "king card," a name likely to cause confusion. —*William Pole* [*L. A+*], "*Theory of Whist.*"

Master-Holdings.—Cards held in plain suits which are reasonably sure to take tricks; best cards.

Match.—A contest at whist between individuals, between two or more pairs, between two or more teams of four, or between clubs or associations composed of various clubs. Matches are now all played by means of duplicate whist. The leading features of the annual congress of the American Whist League (*q. v.*) consist of matches for the various trophies. (See, also, "Whist Match by Correspondence," and "Whist Match by Telegraph.")

The best duplicate match is four players against four. This is admitted to be the standard, and provided the number of deals is sufficient, is the best possible test of whist skill.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Mathews, Thomas.—The third whist author of importance in the history of the game, and perhaps the most able of the three, Hoyle and Payne being the other two. Nothing is known about Mathews, personally, except that he was "the finest player of his day," that he lived at Bath, and that he entertained a somewhat contemptuous opinion of Hoyle, "who," he said, "so far from being able to teach the game, was not fit to sit down with even the third-rate players of the present day." Mathews' book was published in 1804, and bore the following elaborate title: "Advice to the Young Whist-Player: containing most of the Maxims of the Old School, with the Author's Observations on those he thinks Erroneous; with several new ones, Exemplified by Apposite Cases; and a Method of Acquiring a Knowledge of the Principles on which they are Grounded, pointed out to the Inexperienced Whist-Player. By an Amateur." The author's was not published at first, but peared in subsequent issues. at first spelled "Matthews," later, "Mathews."

The ninth edition was publ at Bath, in 1816, and contains pages of observations on whist, which had lately come prominence. The eleventh is dated 1818; the thirteenti issued in 1822, the sixteen 1825, and the eighteenth in The work was also reprinte favorably commented upo Richard A. Proctor, in his zine called *Knowledge*.

Mathews' book originally tained, besides an address t reader, several pages on lead the laws of whist, and one hu and nine "Directions and M for Beginners." He set forth tem of play differing mate from that of his predecessors on this account he has been the founder of a new schoo laid great stress upon the s importance and advantage of nership play, and the legi communication between pa concerning their hands, be this respect the forerunner of

Mathews defines whist a game of calculation, observ and position, or tenace." C tion, he says, teaches you your game, and lead origina advantage. After a few i ever, calculation is nearly s seded by observation. The who observe, and note well th of the cards, become "as w quainted with the materia remaining in each other's ha if they had seen them." two elements he considers the dation of the game, after comes the more difficult scien *position*, or the art of using th former to advantage.

: lays down the principle that best leads are from sequences," that, being without sequences, should "lead from your most erous suit, if strong in trumps" ıore cautious direction than of Payne). "Finesses," he inues, "are generally right in ps or (if strong in them) in r suits; otherwise they are not d but with caution." With : or four small trumps, he pre- a "lead from a single card to a weak suit," in which respect ıay be said to have anticipated nodern short-suit players. He laid down the principle that strength of trumps is with the rsaries" your partner should ep guard on their suits, and w away from his own." He formulated the rule: "With : cards, return the highest; four, the lowest, of your part- ; lead."

ut 1804, Thomas Mathews published Advice to the Young Whist-Player." rapidly became the authority, and is regarded by experts as one of the works on whist, most of the modern rs borrowing from it very freely. author was regarded as the best r of his day, and there are many believe that he and Deschapelles the only two men that ever mastered ime.—*R. F. Foster* [*S. O.*], "*Johnson's rsal Cyclopædia.*"

body of Mathews' book consists of ctions and Maxims for Beginners." are heterogeneously disposed, with- ny sub-headings, a defect which iishes their usefulness and increases ifficulty of profiting by them. They owever, generally very good; some been altered or abolished by the quent march of evolution, but most m are as applicable to the modern of game as to the one they belonged *William Pole* [*L. A+*].

axims.—Rules of play founded experience, and tersely for- ıted in brief sentences, in order they may be strongly im- ed upon the memory. All arly writers on whist—Hoyle, Payne, and Mathews especially—taught whist largely by means of maxims, following no regular system or arrangement in their books.

Maxims are supposed to come into use as guides to conduct after the play of the hand is sufficiently advanced for a player to judge something of its broad features. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

McIntosh, Andrew J.—An American whist author, who resides at Utica, N. Y. He was born in Steuben, Oneida county, May 4, 1826; educated at Hobart College, and graduated in the class of 1844. He immediately took up the study of law in Utica; was admitted to the bar in 1848, and has practiced ever since. Judge McIntosh (as he is familiarly known from Maine to Texas, although, in fact, he has never held judicial office) became interested in whist early in his youth, and was a welcome visitor at many whist clubs in various parts of the country. He thus became impressed with the multitude of questions arising under the rules, and the poor understanding most players had concerning them. At the suggestions of the clubs, he thereupon compiled all the decisions made under the laws in force in England, France, and America. He found this no small task, but when his labor was accomplished he had an increased interest in the game, and this led him to write an exhaustive study of the principles of play. This gave birth to his book, "Modern Whist, with Portland Rules, and Decisions Thereunder," the third edition of which was published in Utica, 1888. Personally he favors American leads, but plays the five-point game without counting honors.

Medium Cards.—Cards of medium value; cards between the king and the eight-spot.

Meeting and Opposing.—There is a distinction between meeting and opposing players at duplicate whist. For instance, A–B are said to meet Y–Z at the same table, but A–B at table one are opposed to Y–Z at table two.

Memorizing the Hands in Duplicate.—In the single-table, or mnemonic, duplicate game, the players who have exceptionally good memories sometimes gain a decided advantage by remembering certain hands and playing accordingly when they receive them in the duplicate or overplay, although the best authorities agree that in such cases they should play according to rule, just as if they did not remember. However, human nature is hard to control in its desire to win, and a still better remedy is suggested by others, and that is not to overplay the hands at the same sitting. (See, also, "Duplicate Whist, Schedule for Single Table.")

Memorizing the hands has become such an intolerable nuisance that many players in our leading clubs will no longer play the up-and-back game. The return play, under such circumstances, is anything but whist, for those players who happen to be in a position to take advantage of the situation have an undue advantage. We would suggest as a remedy that your club play twice as many hands, playing them up one week and back the next. This method of play is practiced in some of the League clubs, and has been found to greatly reduce, if not entirely eliminate, the undue advantages formerly gained through remembering the hands. It is certainly a great improvement over playing the hands back the same day.—*Whist* [*L. A.*], *September*, 1896.

Memory.—Memory plays an important part in whist, especially in the modern scientific game, with its conventional signals, its manifold leads and inferences, and its complex language of the cards generally. Still, persons who have not got phenomenal memories make good whist players, especially if they have the largely compensating qualities of being able to pay strict attention to the game and to bring all their intelligence to bear upon it. Practice, too, will improve weak memories, and this is one of the great benefits conferred by the game, that it will help a player to train his mind to think and act systematically. Memory alone will not make a whist-player. There have been many prodigies who could remember whole books, and recite them forwards and backwards, but we have never heard that any of them excelled at whist.

The memory is often unjustly blamed for not carrying some card which, owing to lack of attention, was never lodged in the mind.—*Milton C. Work* [*L. A. H.*].

You must not despair if your memory frequently fails you at first. Like all other distinct faculties of the mind, it is strengthened by practice.—"*Lieutenant-Colonel B*" [*L. O.*].

Memory is a word often used, but little understood. What you consider memory is nothing more, as regards whist, than careful observation.—*A. W. Drayson* [*L+ A+*], "*The Art of Practical Whist*."

Some persons verily believe that certain good players have the power to remember every card played through every hand. * * * This is not true, is not possible, and, under the modern system, not necessary.—*C. E. Coffin* [*L. A.*], "*Gist of Whist*."

The necessity of remembering all the cards that fall is a fiction: no one attempts to do it, or needs to do it. The effort of memory required for fairly good playing is very moderate indeed, and such as no one need despair of being able to supply, when the game is learned systematically.—*William Pole* [*L. A+*], "*Philosophy of Whist*."

Endeavor to remember as many of the cards played as you can. They will in time all dwell on your memory; but you must begin by at least knowing all the chief cards which have been played, and by whom, in each suit. It is, however, still more important, and will greatly aid your memory, to observe with whom the strength in each suit probably lies.—*James Clay* [*L. O+*].

ıist-player must possess the the cards pass before his eyes, ting them on his memory. He prehend them in his mind in- without any strain, and with it the faculty of discarding the re- at the close of the hand. The ıer must be innate in the mind yer, and perfection will come ce. A striking illustration of d in 1781, by the Scotch Law- boddo to Dr. Horsley. * * * ies of the late provost of Edin- l given way, but although he is judgment in everything else, l remained the remarkable whist which had always charac- m, and he played the game as ver.—*W. P. Courtney* [*L+O.*], *Whist.*"

ıry, Artificial. — Various ıave been suggested from time whereby a player enabled to assist his mem- aying whist. Hoyle had a of "artificial memory" e was pleased to impart to were willing to pay him a or it. It was published in ıburgh edition of his book, and as a matter of curiosity ith reproduced:

ce the trumps to the left of r suits in your hand, the strongest suit next, the ıest next, and the weakest he right hand.

n the course of play you have the best card remain- ıy suit, place it to the right as it must certainly win a r all the trumps are played.

en you find you are pos- f the second best card of to remember, place it on t hand of that card you eady to remember as the l remaining.

you have the third best ıny suit, place a small card uit between the second best the third best.

order to remember your ı first lead, place a small he suit led entirely to the left of the trumps, or trump, in case you have but one.

6. When you deal, put the trump turned up to the left of all your trumps; and as it is a kind of rule, keep this trump as long as you are able; it will be more out of the way and easier for you to recollect.

(See, "Cards, Arrangement of.")

Memory Duplicate. — See, "Mnemonic Duplicate Whist."

Middle Card.—The eight-spot. It is the seventh card in rank, counting from either end of the suit; hence, it is termed the middle card.

Milwaukee Whist Club.—"To Eugene S. Elliott and his fellow-members of the Milwaukee Whist Club, to whom the origin of the first American whist congress, and the formation of the American Whist League, are due, this book is fraternally dedicated," wrote Charles S. Boutcher, in his "Whist Sketches," in 1891.

The Milwaukee Whist Club was first organized as a chess and whist club in 1875, through the instrumentality of Eugene S. Elliott (*q. v.*). Whist soon became the favorite game, and after the advent of John Rheinart (*q. v.*), the play of the club was raised to a high degree of efficiency. The name was changed, and it became the first exclusive whist club in this country. Its first match was played with a club at Racine, Wis., and the record was three games won and two lost. Aside from this, the Milwaukee Club had, up to the first whist congress, won forty-four games and lost none, its total winning score being 2840 points, and its losing score but 52 points. At the congress the club distinguished itself by defeating the visitors

(twenty-six tables, fifty-two players on each side), by a score of 1525 against 1258, being 267 points ahead.

On May 7, 1892, forty players from the Chicago Whist Club defeated an equal number from the Milwaukee Club by sixty points, after the Chicago Club had sustained nine successive defeats in their efforts to obtain victory. This was the first defeat for Milwaukee in many years, and on June 4 it was followed by another defeat at the hands of the Chicago Club, which won by three tricks.

The Milwaukee Whist Club was already several years old when he [John Rheinart] first entered its doors; it then contained a goodly number of eager whist-students, who were anxious to perfect themselves in the game, and who thought they were doing so when they played rigidly according to rule. They were book-players, and nothing else. Mr. Rheinart's play was a revelation to them. At first they would have none of it, then doubted, and finally warmly embraced its principles. The success that has attended the Milwaukee Club during the last twelve years is largely the result. —*Whist, August, 1892.*

"Minneapolis Lead."—A variation in the American leads, which consists in leading the fourth best instead of the ace, in the combination of ace and four or more others not including the king. The usual rule is to lead the fourth best only from a suit of four or less, headed by the ace, and to lead the ace when there are more than four in the suit. With strength in trumps, however, some players prefer to hold back the ace, also, in suits of five, in the belief that it will more likely prove of value on a subsequent round than on the first. The play is said to have originated with the members of the Minneapolis team, in 1893, or at least to have been adopted by them at that time, when they won the championship trophy at the annual whist congress. The captain of the team informed R. F. Foster that he thought the same lead lost the championship for them in 1894. Foster is inclined to agree with W. H. Whitfeld, the English analyst, that in the majority of cases, especially in straight whist, the lead of the small card is unsound.

Minneapolis Trophy.—At the fifth congress of the American Whist League, held at Minneapolis, Minn., in 1895, a cup was donated by the Minneapolis Chess, Checkers, and Whist Club, to be played for by pairs at each annual congress. It was won at the sixth congress, at Manhattan Beach, Brooklyn, in 1896, by Beverley W. Smith and A. H. McCay, from the Baltimore Whist Club, who, however, were at first tied by a pair from the Hamilton Whist Club, of Philadelphia (Paul Clayton and Arthur D. Smith), the final result being determined by the trick score, by which the Baltimoreans were ahead. At Put-in-Bay, in 1897, the trophy was won by F. W. Mathias and L. J. Mathias, the pair representing the Toledo (Ohio) Whist Club.

Misdeal.—An incorrect deal of the cards. A misdeal loses the deal in straight whist, but in duplicate whist the player who misdeals is simply required to deal again.

Under the head of "Misdeal," law 45, section 5, it is stated: "Should the dealer, under an impression that he has made a mistake, either count the cards on the table or remainder of the pack," it is a misdeal. The wording of this law is bad; a quibbler may stop during the deal and begin counting the cards; the adversaries would claim a misdeal. "Certainly not," would say the quibbler; "there is nothing in the laws against my counting the cards. I am not under the impression that I have made a misdeal; I know I have not done so. I may count the cards

[choose." By rule 17, section 3, of the
nerican Code, it says: "It is a misdeal if
counts the cards on the table or in the
mainder of the pack," no mention be-
r made as to the "impression" of the
ler.—*A. W. Drayson* [*L+A+*], "*Whist
ns and Whist Decisions.*"

t is a misdeal:—
. If the dealer omits to have the pack
: and his adversaries discover the error
fore the trump card is turned, and be-
e looking at any of their cards.
I. If he deals a card incorrectly and
ls to correct the error before dealing
other.
II. If he counts the cards on the table
in the remainder of the pack.
V. If, having a perfect pack, he does
t deal to each player the proper num-
: of cards, and the error is discovered
fore all have played to the first trick.
'. If he looks at the trump card before
: deal is completed.
'I. If he places the trump card face
wnwards upon his own or any other
yer's cards.
misdeal loses the deal, unless, during
: deal, either of the adversaries touches
ard or in any other manner interrupts
: dealer.—*Laws of Whist* (*American
le*), *Section 17.*

Misdealing, How to Avoid.—
for any cause you must stop
ore finishing the deal, adopt the
ailing rule of stopping with
rself—*i. e.*, deal yourself the
card—and when you resume
n with your left-hand adver-
as in the beginning of the

Miss Todd's Whist Party."—
ony Trollope, in his novel,
Bertrams," gives a rather
ng old-time picture of a whist
which was given by *Miss*
"Nearly all the women in
om quarreled consumedly
e game, and at last one of
ims of the denunciation of
who 'had suffered from
s,' spread consternation
out the company by behav-
' she were about to have a
tunately she possessed suf-
rength of body to retire
room, and vigor enough
as she withdrew to make a savage thrust, which went home, at the sharp-tongued lady, *Miss Ruff*, whose persistent reproaches had driven her within a measurable distance of frenzy."

Mistakes.—To err in whist is human, as in other things. The best of players are liable to make mistakes. It is only when mistakes are repeated over and over, and persisted in, that they become evidence of ignorance and bad play. Nor should we do like Sir James Mackintosh's friend, of whom he records in his diary that, although in love with whist, he "always lost, because, instead of thinking how he was to play the hand before him, he thought only of his blunders in the last hand."

I never make a mistake, and I don't see why you should. If you do, never admit it.—"*The Roarer*," *in* "*The Whist Table.*"

The bulk of players, when they go wrong, see the mistake they have made, and this is sufficiently mortifying—a gentleman should not add to the pain by harping on this one string.—*Westminster Papers* [*L+O.*].

Then there is the nervous partner (I feel deeply for him), who, if he makes a mistake, is so impressed by its enormity that his head is turned into a humming-top, and his play becomes wildly incoherent.—*James Payn* [*L. O.*].

Mitchell, John T.—Author of the first book on duplicate whist ever published, and the leader of the duplicate whist movement in America. Mr. Mitchell was born in Glasgow, Scotland, April 3, 1854, and came to this country in 1875. For five years he was at Milford, Conn., and after a year in Detroit, Mich., he went to Chicago in 1882, where he is now located with the Union National Bank. He commenced playing whist in 1888, in which year his attention was called to a clipping from the London

Field, describing a match between the Carleton and Wanderers' Clubs at Glasgow, his native place, in which use was made of a new kind of duplicate play devised by James Allison (*q. v.*). This led to his taking up the study of the duplicate game, and in the same year he organized the Chicago Duplicate Whist Club (all the members of which are now also members of the Chicago Whist Club). He has been an enthusiastic exponent of the game ever since, and has played in many matches and written much on the subject of duplicate whist. He joined the Carleton Club, of Chicago, in 1890, but resigned shortly after the Chicago Whist Club was organized, in 1891, and became a charter member of the latter. In 1895 he became a member of the Hyde Park team, which won the championship the same year at the fifth congress of the American Whist League. In 1892 he wrote "Duplicate Whist," the first book on the subject. Mr. Mitchell was on the tournament committee of the third whist congress of the League, held at Chicago, in 1893, and played for the Chicago Duplicate and the Chicago Whist Clubs at Philadelphia, in 1895. In 1896 he was elected a director of the American Whist League. Early in 1897 appeared a greatly enlarged and thoroughly revised edition of his book, now called "Duplicate Whist and Modern Leads."

Mr. Mitchell is an advocate of the long-suit game and American leads, although in regard to the latter he favors certain modifications, as set forth in his letter to *Whist*, September, 1896. (See, "American Leads, Changes in.") He is well in touch with "Cavendish," except in the matter of the discard. He says, in a letter: "I believe in the weak-suit discard, except to protect honors in adversaries' suits, and am opposed to the discard from the strong suit when adversary leads trumps, and that is my main point of difference with 'Cavendish.'"

The new [Chicago Whist] club soon became famous for its Wednesday and Saturday night duplicate tournaments, which * * * were suggested and arranged by Mr. Mitchell. Full accounts of the marvelous attendance on these whist nights appeared in the Chicago papers, and were widely copied, with the natural result that other cities quickly followed the example, and Mr. Mitchell was kept busy writing instructions to people who wanted to play duplicate. To his efforts in Chicago the great popularity of duplicate whist is undoubtedly due, and he is generally spoken of as "the father of duplicate whist."—*R. F. Foster* [*S. O.*], *Monthly Illustrator*, *1897*.

In 1891 the writer picked up in a Chicago bookstore a slim, blue-colored volume entitled, "Duplicate Whist. Its Rules and Methods of Play. Being a Full Description of the New and Scientific Game which Equalizes the Strength of Opposing Hands, thus Reducing the Element of Luck to a Minimum. By John T. Mitchell." It was the first effort to put systematically into print the schedules and arrangement of players through which the then new game of duplicate whist was slowly groping toward perfection. It was a treasure, a delight, a revelation of the possibilities of the new game. Nearly up to that time the local enthusiasts had played their cards to the centre, picked them out afterwards by a record previously made, and preserved the hands in envelopes. No system of play including more than one table was understood. Mitchell's "Duplicate Whist" changed all this, and the "team of four" and the "progressive" game became possible.—*H. M. Wheelock* [*L. A.*], *Wheelock's Weekly, Fergus Falls, Minn.*

"Mixers."—Players who employ both long and short-suit tactics. An American phrase.

Mnemonic Duplicate Whist.—Duplicate whist played by four players at one table; the single-table game. Called also mnemonic because the memory may assist the players in playing the hands again more easily than in the game where

es and players are em- For this reason, the laws te whist allow the trump ured for the sitting in the game, the fact being l that the turning of a each deal would aid the remembering the hands. plicate Whist.")

tion whether any advantage e whist] is gained by trying the hands. Egregious errors ies made by those trying to id act upon some peculiarity, pt to occur by mistaking the e are occasional hands, how- intrude on the memory, and ariation of play may lead to e. The only fair thing to do e cards in strict accordance maxims, or throw out the [*L. A.*].

Hands. — See, "Illus- nds."

n Scientific Game.— ıyed scientifically and manner of the modern which "Cavendish" is nd chief exponent. The ientific game is defined ›y Dr. Pole, in his "Evo- Whist:" "We are now ınciate the fundamental the modern scientific :h is, that the hands of tners shall not be played independently, but shall ed, and treated as one. der to carry out most this principle of combi- ch partner shall adopt it system as the general is play." (See, also, ı Leads," "Long-Suit nd "Old and New

r persons may play excellent it reference to the modern the fact remains that they astly better game than their order to win from those who lves of that system.—*Emery L+A.*], "*Winning Whist.*"

The reproach oftenest applied to the modern system is the allegation that the ability developed for play is, in general, much inferior to that acquired for signaling. That system, however, does tend to create a host of acceptable partners for experts, which is a boon to both, making life much pleasanter for the fine players, and they, in turn, for their partners.—*Emery Boardman* [*L+A.*], "*Winning Whist.*"

The essential difference between modern whist and the style of game which we call old-fashioned lies in the recognition of the principle stated by Clay: "It is of more importance to inform your partner than to deceive your adversary." This is not universally true, and it might be qualified by saying that information is of more use to the strong hand than to the weak, for when the adversaries develop great strength, or a partner shows decided weakness, to give exact information would be very bad whist.—*R. F. Foster* [*S. O.*], "*Johnson's Universal Cyclopædia*," *1895*.

"Modified Game, The."—A method of play for advanced players devised by Charles S. Street, which, while growing out of the long-suit game, differs from it in essence and structure. It was compiled from the long-suit and from the short-suit games, and is intended to "embody the good points of each, and to remedy the weaknesses of both." Mr. Street emphasizes one great point in whist: "The player who opens a suit with a small card does so at a great cost; this cost he should incur only when he is fairly sure that he can reimburse himself and his partner by a subsequent gain in the hand." Having laid down this platform, he continues: "Forgetful of this, the long-suiter errs in his low leads from *useless* five-card suits, and in his ruthless exposure of single court cards and tenaces in four-card suits; and the short-suiter errs in his lead of a low singleton or a low two-card suit." The remedy is the modified game. While a player of this game leads from almost any five-card suit with two or more

honors in it, while he even leads a low card in true orthodox way from any five-card suit with but one honor in it, he halts there. While he leads any four-card suit, with three honors, he is wary about suits of this length when they contain two honors forming a real or possible tenace, or when they contain but one honor, or none; while he leads short suits, or even singletons, he refuses to do so when they are low cards demanding high play from third hand. In brief, the modified game is built upon these five prohibitions:

1. Do not lead a small card (any card under the nine) from a suit which you are unlikely to establish, or at least to protect.

2. Do not lead a small card from a four-card suit not containing an honor.

3. Do not lead a low card as a singleton, or in a two-card suit.

4. Unless compelled to, avoid leading four-card suits containing king, queen; ace, queen; ace, jack; king, jack; or a single king or queen.

5. Do not lead five trumps just because you have them, with nothing else to make.

This play was practiced and perfected by Mr. Street and his partners on a team of four—Messrs. Charles S. Knowles, Charton L. Becker, and William Donald—to whom he dedicated Part II. of his "Whist Up-to-Date."

"Mogul."—A pseudonym under which Matthias Boyce, a leading English opponent of "American leads," has written much in opposition to "Cavendish" and the modern scientific school. Mr. Boyce was born on July 3, 1829, at Richmond, Surrey, near London, and has practiced as a solicitor in the latter city for nearly fifty years. Having a mathematical turn of mind, and his father being a good whist-player, he took game while still in his teens. content with merely watchin play, he studied the best t then available, "Major "Short Whist" (a *rechauf* Mathews' treatise, then o print). In 1866 he began a of papers on whist in the under the *nom de plume* of gul," and continued them fo six years. His contribution braced such subjects as the ciples of play, the constructi the laws, and the etiquette game, the principal articles "On the Play of Second with King and one Small "The Lead from Ace and Small Ones;" "The Lead Queen, Knave, Ten, and Ot "On the Grand Coup," et 1867, he tells us, he advocate lead of the ten from queen, jack, and others, as ensurin command of the suit on the round; "but," he adds, "'C dish' then objected to it." that he ceased for a time to co ute to the *Field*, but sent n ous papers to *The Westminst pers* and *Knowledge*, with he was more in sympathy. also wrote for the *Cornhill A zine* an article on "Whist, tional and Artificial." The p in *Knowledge* included on "Discarding," and another the Original Lead." For the poses of the latter he drew up eral hands, and submitted the the leading English player their opinions as to the lead. this means," he says, "I was to prove that 'Cavendish's' iron rules for leading were generally adopted, and that n all the experts allowed them a much greater latitude in le than 'Cavendish' enforced.'

l subsequently, "Mogul" in the *Field*, the lead of ltimate and the succeed- ican leads. He has since ed a few papers also to lilwaukee), including one ate Conventions," where- ngly condemns all private nd also all signals which y arbitrary. We are as- it his opinions on these e unchanged, and in his t "the chief effect in of 'Cavendish's' endeavor American leads and other n integral part of the been to lower his pres- authority;" in fact, ac- o "Mogul's" experience, at bulk of players prefer on the old highroads of , based on rational deduc- ier than to be led into by- othered with sign-posts chaos."

il" considers the American playing for tricks less in- (as is quite natural for an an of his conservatism) English mode of playing d rubbers. In his opinion, ican game "loses entirely the nicest points of play nt on the necessity of o the score." In 1896 he . Howels's book on the game as his text for an the *Field*, showing the pit- equent on conflicting sys- signals, and the confusion reated. "Mogul" holds play of every hand must d to its peculiarities, hav- d to the score; he scouts that a hand ought to be n accordance with fixed order that a player may aracter for straightforward nfair to his then partner; ie approves of the "com- e" game, "provided the player has qualified himself to bring common sense to bear on the subject by mastering the theory of the game, for otherwise untrained common sense is no better guide at whist than it would be in navigation."

Mongrel Whist.—Whist which is not played in accordance with any well-defined method or system; a mixture; bumblepuppy.

Morality of Whist, The.—Of all card games whist is the best, not only scientifically, but morally considered. In this country at least it is not in any way associated with play for money, and throws no temptation in the way of the young. The first congress of the American Whist League, in 1891, did away even with the often trivial table stakes which obtain in England and other countries, by declaring them to be "contrary to good morals." The infinite resources of the game were deemed sufficient in themselves to lend charm and interest to it in the eyes of all classes of players. The changes in its laws and the manner of play made in this country are all in harmony with these ideas. The elimination of honors from the count, the change from five to seven points in counting game, and the introduction of duplicate play all greatly reduced the element of chance, and made American whist essentially a deliberate game of skill, unsuited entirely to the purposes of those who play for money. Whist, thus purified and elevated, may safely be recommended to every man, woman, and child as a means of amusement, recreation, and mental training. (See, also, "Whist as an Educator.")

One phase of the interest in whist which is spreading among women should

not be overlooked. This is its added resource to woman's power and home influence. To its lover, whether man or woman, the charm of whist is its mental recreation, and if good whist can be had at home or in the social circle, most of the inducement for seeking it elsewhere is lost.—*Charles S. Boutcher* [*L. A.*].

But if whist is not a game for the saloon or the gambling-hell, it is, on the other hand, a game for the home; a game in which any bright child may innocently indulge, and that will assist in training his mental faculties to such a condition of excellence as will materially aid him in the duties of after-life. We wish that we could see this game introduced into every American home, for we believe that it would do more to keep our boys out of dangerous places, and put them under safe and ennobling influences, than almost any other agency.—*Cassius M. Paine* [*L. A.*]. *Whist.*

Morgan, H. F.—Author of a treatise on whist ("The Whist-Player's Guide," 1881), which deals with the subject by way of questions and answers. He was a captain of the Twenty-eighth English regiment.

"Mort."—Whist for three, or French dummy (*whist à trois*), is popularly known as "*mort.*" The dummy hand is called *mort*, and dummy's partner *vivant*, or the living hand; the other players are known as the right and left. These are also collectively spoken of as the adversaries. The table is usually composed of four players, one of them sitting out until the end of a rubber. The player cutting the lowest card has *mort* as partner for the first game, and is known as *vivant;* he has the choice of seat and cards. When four are playing, each player, after occupying the position of *vivant*, immediately sits out for the next game, usually occupying *mort's* seat, and making himself useful by sorting *mort's* cards, etc., although he has nothing to do with the play. When stakes are played for, *vivant* is obliged to pay double when losing, and entitled to receive doubl winning. Honors are not c in "*mort*," but a special va twenty points, for the side i it, attaches to a slam. Th however, is credited on the score, and has no effect game in which it is made, th being played, and points cc as if no slam had been mad the general score are count the number of points won c game by each side, all th being played out each time winners count three extra for a triple game, if their opp have not scored; two point double, if the opponents a halfway; or one point for a if the opponents are three c The winners also add four p a bonus, corresponding to t ber points in English whist. the total points found upon up are deducted the points by the losers. The cards in ' are played the same as in and the rules and laws go dummy largely apply. Ov the feature of counting th however, a change is made laws governing revokes, it provided that the revoking tricks shall not be reduced t ing. At least one trick m main, so that slams shall made through revoke pe Where a player revokes to an that would make him liable all his tricks, or more, th side leaves him one trick, an the unpaid tricks to its own

The French game of *mort* is with a better system of scorin duced.—*R. F. Foster* [*N. Y. Herald*].

A few years back I passed a w Algiers, and found dummy whis there in a way that was altogether me, and which I consider vastly to the old-fashioned game. Sing are played and not rubbers, a player plays one in his turn. He

anted, but each trick counts for id the winning of the game for Thus, if twelve out of the thirteen are made, the value of the game is points, viz.: eleven for tricks and r the game. And if all thirteen are made, which is commonly he "grand slam," the winner re- eventeen points from each adver- s., thirteen for the tricks and four game points. But this hand does int towards the game in which it urred, and that game proceeds as and slam had been made. When is played in this way no hands own up, as every trick is of value.

I recommend it as a great im- ent on the old game, and as much structive to those who wish to be- ood whist-players. —*James Clay*

highly scientific game is almost al in France. It involves a mode entirely different from ordinary Honors are not counted. Each takes dummy in turn as partner. rick over six counts one. Either aking all thirteen tricks, counts a l slam," the winner, or winners, ig twenty points against each ad- : but this slam does not affect the eing played. The game goes on o slam had been made. If the making the slam makes more in the following hand they are to the slam; if he lose, they are ed. If either side makes five points id above the first six, he goes out, ints (if his adversaries have made five for points, three for a treble, ur for game, or "consolation," o twelve points, which are added ie points he may have made in the s hand or hands. In some clubs n is not counted, in which case n points is the most that can be lost in one game, viz., four previ- id or hands, seven tricks, a treble, e "consolation." In some parts ce dummy is counted thus: Single without honors, each player takes in turn; *each trick* taken counts d four for "consolation." If the ilam is made, the winner receives en points from each adversary, game continues; if twelve tricks ie, the winner receives the value en points. In dummy whist, as at the Washington Club [in Paris], are not counted as above, but l the same as short whist—so much of five points.—"*A. Trump, Jr.*" "*Short Whist*," *1880.*

sop, Charles.—An advo- f the old leads and old style y, who, for eleven years, as editor of the famous *Westminster Papers*, exercised an influence over English whist-players second only to that of "Cavendish" in the *Field*. Mr. Mossop was born at Long Sutton, Lincolnshire, England, November 6, 1833, and educated at the Diocesan School, Lincoln. Later he studied law, and passing his examination before he was of age, he was admitted to practice in 1854. His career as a lawyer has been very successful, as the long list of celebrated litigations in which he has come off victorious fully attests, and at this writing he is the senior partner in the firm of Mossop & Rolfe, solicitors, practicing at 46 Cannon street, E. C., London.

Mr. Mossop comes of a whist-loving family, his father and uncles all being players of reputation. He himself, at an early age, took an interest in games of skill, such as chess, whist, and double dummy. He was fond of whist, he tells us, from his childhood. In April, 1868, the *Westminster Papers* was started, at first as a chess journal; then the originators suggested that Mr. Mossop join them, and, as he says, go in for whist as well. His love for the game induced him to do so, and, for eleven years, as proprietor and editor, he conducted the periodical, writing an article on whist every month. "His style," says a writer in "Leading Men of London," "was rough, but very trenchant, and few could mistake his meaning." The *Westminster Papers* was started in part because all the other journals then devoted to chess were controlled by Staunton, who, it was claimed, was often dictatorial and unjust to his rivals. In whist, something of the same opinion was held of "Cavendish" and the *Field*, by Mr. Mossop and his friends.

As a lawyer he was distinguished for his shrewdness, readiness in debate, and great aggressiveness. He was a born fighter, and these same qualities, when carried into whist, made his journal a thing of force and character, and something that was well worthy of the serious attention of those opposed to him in opinion. In 1879 the journal was discontinued, not for want of support, but because Mr. Mossop took up public work, serving for ten years as a member of the Chelsea vestry, and part of the time as its representative on the Metropolitan Board of Works.

Since then, while he has retained his interest in whist, his legal practice has prevented him from taking a very active part. He has for years had the reputation of being a fine player, and was chosen, with A. B. Bellief, F. H. Lewis, and A. G. Barnes, to represent the Westminster Club in its whist match with the Cavendish Club, the players of the latter being Messrs. Foster, Martin, Walker, and Boyce, at the time considered the pick of London whist-players. "The Whist Table," a large volume, edited by "Portland," published in 1894, is largely made up from Mr. Mossop's writings in the *Westminster Papers*.

National Trump.—The laws of duplicate whist permit a suit to be declared for the entire sitting in the mnemonic, or single-table, game, the object being to lessen the chance of remembering the hands by the turned trump. For other good reasons, it seems to us, trumps might be declared instead of turned from the pack in all forms of duplicate whist (and they now are, in fact, frequently so declared). Nor do we see any valid reason why a permanent trump should not be selected for straight as well as plicate. A national trump w simplify the game and add stre to it, as it would not only rem the annoyance caused by m players constantly forgetting w card was turned, but it would able each and every one to exp the mental effort required in k ing track of the trump suit to ter purpose upon the play of hand. There need be no fear t the failure to turn trumps e time may in some mysterious m ner disturb the proportions harmony of whist, or attach great an advantage to the deal, where all are agreed and no exc tion is made, in any given mod play, there cannot be any di vantage to any one, *per se*. Ta as an example, the non-countin honors in the American game. are agreed upon it, and no on at a disadvantage. When the l of whist are again revised, the manent, or national, trump sho receive due consideration as a plification and improvement of game.

Newbold, Mrs. William Her—Mrs. Newbold may with jus be called the pioneer of wom whist in Philadelphia. Her ent siasm as a player, her social p tion, and attractive personality her a special opportunity to ar an interest in the game among women of the Quaker City. largely due to her efforts that P adelphia stands to-day at the h of all whist centres, so far as women players are concerned.

Mrs. Newbold began teach about the year 1891, and has alw devoted the proceeds of her te ing to charity. Her system teaching is conservative for be ners, consisting of the long- game with American leads, as

by "Cavendish" and his When they have grasped mentary instruction and iscriminative, she teaches : game of the advanced Her "Condensed Text-Whist," which she pub-der the name of Roberta old, is a deservedly popu-primer.

ewbold was elected an as-iember of the American eague, June 20, 1896, and active part in the organi-f the Woman's Whist 1 April, 1897. She is one ost expert players of the "Her game," says Mrs. illace, in *Vogue*, January 'is a strong and brainy at skill being shown in inagement, strengthening iding through weakness, in discarding. The latter her plan caused consid-omplimentary comment e men-players at the whist in June, at the Oriental fanhattan Beach, where her clever discards one of of hearts made a gain of icks in the hand as played

am of four captained by vbold won the Andrews in 1896, and successfully them nine times against s up to December, 1897.

eal.—A fresh deal of the en, for any reason, the deal is void.

ast be a new deal by the same) If any card except the last is : pack. (2) If during the deal, he play of the hand, the pack ncorrect or imperfect; but any made with that pack shall

; a deal a card is exposed the fault may demand a new deal, either of that side has touched a new deal does not take place the exposed card is not liable to be called. —*Laws of Whist* (*American Code*), *Sections 14, 15.*

There must be a new deal: (1) If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect. (2) If any card, excepting the last, be faced in the pack.

If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place the exposed card cannot be called.

If during dealing a player touch any of his cards the adversaries may do the same without losing their privilege of claiming a new deal, should chance give them such option.

If in dealing one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

If a player, while dealing, look at the trump card his adversaries have a right to see it, and may exact a new deal.

If a player take into the hand dealt to him a card belonging to the other pack the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.—*Laws of Whist* (*English Code*), *Sections 37-42.*

New Deal, Not Entitled to A.—At a game of whist, one of the parties, immediately after the trump card was turned, threw down his hand and exclaimed: "I am entitled to a new deal, as I have neither trump, ace, nor court card." His demand was refused, whereupon he said he would wager he was right, and the matter was referred to *Whist* for decision. The latter, of course, decided that the claim for a new deal was unfounded.

"New Play, The."—A term employed by G. W. Pettes, in his "American Whist Illustrated," to designate his proposed system of leads, whereby he intended to show the number of lower cards held in the hand, in the same manner that the fourth-best lead shows the possession of a certain number of

higher cards. For instance, he says: "By the American lead of eight you know that three higher cards are held. By the new play of the queen you know that three lower cards are held." This system, and the American leads, he desired to incorporate into what he called his former system of American whist. "The American game," he said, "appropriates and makes available all the advantages that both plans can offer." He appears to have submitted his idea to "Cavendish," who, he says, "recognizes that a portion of its influence can be used in English whist, but because of its newness, and the necessity of knowing the manner of its application, very properly says: 'It will, for the present, at least, be accepted only by players of the first force.'" Upon the death of Mr. Pettes these improvements, as well as other special leads which he advocated, fell into disuse. (See, "Nine-Spot," and "Pettes, G. W.")

"Nightmare Whist." — Whist which is not played as a pastime, but as a severe means of exercise and training in the game, or as a means of exhausting the possibilities of certain hands. (See, "Perception Problems," and "Study Whist.")

There is a large (and it is gratifying to know an increasing) class of players who, having been initiated into the rudiments of the game, are not content until they have exhausted all there is of it, and who find that the more study they put upon it the more there is left for them to learn. An example of this class is the coterie of the Boston Press Club who play to the eighth trick, then stop and try to locate the remaining cards, writing down their estimates on blanks prepared for the purpose. After playing the last five tricks they pass the blanks around and have them corrected. Finally they discuss from top to bottom the play of the deal, and in a doomsday book put down a big black mark opposite the name of anybody who loses a trick. Our correspondent in September *Whist* remar "they seem to enjoy this sort o but there are others who call it nig whist." Probably it is a nightr those whose inclinations or abiliti them to indulge in such study. recorded fact that men have liv after a hard day's work, would fi recreation in solving problems of What to them was undoubtedly a pleasant pastime, would unquest be to ordinary people a most hide of nightmare.—*Whist* [*L. A.*], *1895*.

Nine-Spot, The.—The sixt in rank or value in the pac highest of the low cards. It cluded among the high ca some authorities.

The original lead of the ni occasioned not a little disc In the system of old leads it now led from any high-card nation, except as it may hap be the penultimate or antep mate. But R. A. Proctor, a known advocate of old advocated the lead of the ("How to Play Whist," 18 the proper lead from king, nine; and, in case of a force from nine and two others.

In the system of American the nine is led as a fourth-bes but under this rule it so ha that it is restricted to just tw binations of four cards each queen, ten, nine; and ace, jac nine. G. W. Pettes, while a ing the American leads, in upon a number of variation one of his ideas was to tre nine as a high card and lead i the single combination of jack, nine, with or without o excepting ace and queen. In to effect his special lead of the he led ace from ace, queen nine; and from ace, jack, ten. Although for a time the fa with considerable favor, it shown to be unsound, and i entirely fallen into disuse. endish" strongly condemns i

the Howell (short-suit) system, lead of the nine (or the ten) ates the supporting-card game; wed by jack or ten, it indicates t of four or more, and does not higher cards in the suit.

ie of the things he ["Cavendish"] mms have long since been dead in this country, such as the lead of om ace, queen, ten, nine, and ace, ten, nine, which was suggested by P., who wished to restrict the nine- to king, jack, ten, nine, or king, nine, and others. If any one plays W. P. game now he is a curiosity.— *Foster* [*S. O.*], *New York Sun, July 11,*

erimental whist commenced its r in America by the practice of lead- ine, instead of fourth best, from knave, nine, and one or more small The lead of nine was to show itely the possession of king, knave, It was not to be led from any other ination. Now, if any special ad- ge is to be gained by showing king, in hand, the nine-lead might be itted to as an irregular opening, with icular object. But the reverse is the If the adversaries hold any high in the suit, the lead of nine, on this n, instructs them how to take the hance of making tricks. Moreover, s less information than the lead of [as fourth best] from the recognized inations, as well as compelling un- leads from them. Deeper analysis fad would be waste of space. It een tried, and is now generally up.—"*Cavendish*" [*L. A.*], *Scribner's ly, July, 1897.*

el, Mrs. Lillian Curtis.—One ie foremost exponents of whist e great Southwest. Mrs. Noel me interested in whist while a child. Her father was fond ie game, and it was as his suc- ul partner against opponents tlemen) who considered them- s hard to defeat, that her first attracted attention. ng her school-days whist was ecreation, one hour being de- l to it every evening before she to her studies. An early edi- of G. W. P.'s "American t" was the authority consulted. 1 her marriage she removed from her whist surroundings, and did not play a game for several years. When she returned to St. Louis she found her friends play- ing the "book game," and this in- duced her to take up whist and study it scientifically. Before long she was frequently referred to as an authority upon doubtful points by those who had not had the advan- tage of an early training similar to hers, and later she was urged by many to become their teacher. Having never heard of any one teaching whist, she hesitated, but was finally persuaded. She thus began giving instruction in 1893, and soon became very successful in the work, which is very congenial to her tastes. She finds in every beginner something new and inter- esting, and is very popular with her classes. Although she has had many flattering offers from other cities, she has thus far almost ex- clusively devoted her time to teach- ing in St. Louis, where the de- mands upon her time are so great that she finds none to spare. J. E. Shwab, one of the directors of the American Whist League, induced her to go to Nashville, in the win- ter of 1896–'97, and deliver a lec- ture on whist for the benefit of the woman's building at the Nashville Centennial Exposition. That, and a summer spent in teaching at some of the Northern watering- places, have been her chief experi- ences away from home.

Mrs. Noel was elected an asso- ciate member of the American Whist League, June 17, 1895, at the Minneapolis congress. In the previous year she had organized the Woman's Whist Association, of St. Louis, which has since grown to be one of the largest and most successful women's clubs in the country. In 1897 it had nearly reached the limit of one hundred

members. In order that it might start with the most desirable membership, an examination in whist was prescribed for all applicants. Mrs. Noel has been its president ever since its organization. She is very proud of the high standard of the whist played by the members; and well she may be, as it is largely due to her untiring efforts. We cannot do better, in closing this brief sketch, than to quote the following from a review of the whist congress in the Minneapolis *Journal* of June 19, 1895:

"While Miss Wheelock may lay claim to the title of 'whist queen,' nevertheless yesterday, at the convention, she was obliged to divide honors with a St. Louis lady, who has also entered the domain of whist with conquering step. Not that she seeks notoriety, for she is as modest as her sister 'queen,' Miss Wheelock; but she has been very successful in her work. She is Mrs. L. C. Noel, and it is small wonder that her whist classes are popular, for she is as charming as any ambitious beginner, or, for that matter, an expert at the game, could wish to meet. She is a typical Southern woman, with all the easy grace which distinguishes the members of her sex."

Nom de Plume.—See, "Pseudonyms of Whist Authors."

Non-Informatory Game.—A style of game by which no information is conveyed between partners; primitive whist; bumblepuppy.

The player who never read a book on whist sometimes, though rarely, gains an advantage by his non-conventional play. He puzzles his partner, but also puzzles his adversaries, and perhaps once out of three or four times he gains a success by this confusion. Then he remembers his successes, and forgets his disasters, and is more firmly convinced than ever that reading is of no practical benefit.—*A. W. Drayson* [*L+A* +], "*The Art of Whist.*"

N-S, E-W.—Letters chiefly to distinguish the players at cate whist, but sometimes als in printed or published har straight whist. North and are partners against east and A good rule would be to let always represent the leade less otherwise stated. (See, Y-Z.")

The cardinal points of the c familiar from childhood and almo used as guides, are the simplest we can conceive of for denoting positions.—*Whist* [*L. A.*], *Decemb*

Number-Showing Leads name sometimes applied t American leads (*q. v.*), b they give information conce the number, as well as the ter, of the cards held in han F. Foster, in his articles *Monthly Illustrator* (1897 that Charles Mossop, the edi the famous *Westminster P* was "the originator of the pri of showing the number of ca the suit by varying the le high cards in sequence." H suggestion was contained answer to a correspondent, D.," in the *Westminster Pap* July, 1868, page 45, as follows regular lead from a five-car headed by the ace is the ac from a five-suit headed by ace the king. We disapprove th tinction, and think it prefera the latter case to lead the a cause it is more important your partner that you have f the suit than the commandin thereof. With less than headed by ace-king, the k of course, the right card to This certainly agrees with the subsequently carried out as p the system of American lead the *Westminster Papers* fo

9, page 63, Mr. Mossop re- his position, in answer to correspondent; and in No- 1869, he published what is e the first published hand in which number-showing re employed. The nine of turned; the underscored is the trick, and the card is the next one led:

	Y	B	Z
♠	10 ♠	5 ♠	3 ♠
♠	Q ♠	2 ♠	8 ♠
	♡ 2	♡ 4	♡ A
	♣ 2	♣ 9	♣ A
	♣ 3	♣ K	♣ Q
	♡ 6	♡ J	♡ 10
	♡ 7	♡ K	♡ 9
♠	♡ 8	7 ♠	5 ♢
♢	♣ 7	♡ 5	♣ 8
♠	3 ♢	6 ♠	♣ 10
♠	4 ♢	2 ♢	♣ J
♢	10 ♢	A ♢	J ♢
♢	6 ♢	Q ♢	K ♢

Score: A-B, 9; Y-Z, 4.

is first and second lead," ıter, "A shows the three ıyers that he holds at least ſes. This information is ıe slightest use to his part- it should have enabled Y, ıary, to prevent A-B from the game. At trick eight l be obvious to Y that if A spades originally, B could y one more, and that if Y is trick, refusing to trump have to continue with his ıaining spade, and Y can mp with safety, knowing leads that he has the best l from his discard that he holds some protection in diamonds."

Object of Whist Play.—The first object in whist is to see which side can make the most tricks; the next object ought to be to see which pair of partners can do this in the most scientific manner, and by means of the most correct play.

The object of all whist play is to win as many tricks as possible. Every play which has not that end immediately or remotely in view is bad; while any that can be shown to tend towards that end, in the majority of cases is good.—*R. F. Foster* [*S. O.*], "*Whist Manual.*"

Observation.—One of the most important and necessary qualities in a successful whist-player. The memory cannot be exercised unless you first observe, and you cannot remember the fall of the cards unless you first note the same.

Job never had for a partner an unobservant player, or his reputation for patience would not have been gained.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

Begin by recording in your mind the broad indications of the hand as it progresses, and you will gradually acquire the power of noting even the minor features without great effort.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

Odd Trick, The.—Out of the thirteen tricks constituting each deal, the odd trick is the seventh first turned by one side or the other. Sometimes only this odd trick is necessary to win the game (both sides being at even score, or one side lacking but one point of going out), and then all energies are bent towards playing for the odd trick, and a more cautious game is played than usually, there being no necessity for a great game in which many tricks may be taken at considerable risk. The odd trick is not played for in duplicate whist, the great object being to see which

side can make the most tricks out of the same hands.

Remember that, between winning and losing the odd trick, there is a relative difference of two in the scores.—*Clement Davies* [*L. A.*].

"*Modern Whist.*"

In playing for the odd trick, you play a closer game than at other scores. You lead from single cards and force your partner, when at another time you would not be justified.—*Thomas Matheus* [*L. O.*].

Be cautious of trumping out [drawing the trumps], notwithstanding you have a good hand. For since you want the odd trick only, it would be absurd to play a great game.—*William Payne* [*L. O.*], "*Whist Maxims*," 1770.

Odds at English Whist.—Current odds at whist (English game) are calculated as follows: On the dealer it is 5 to 4 for game, and 6 to 5 for rubber (the layers in this case are considered by the most recent authorities to have the worst of the bet); 1 to "love," with the deal, it is 11 to 8 for game, and 5 to 4 for rubber; 2 to "love," with the deal, it is 13 to 8 for game, and 3 to 2 for rubber; 1 or 2 to "love," deal *against*, it it 11 to 8 for game, and 11 to 8 for rubber; 3 or 4 to "love," with the deal, it is 2 to 1 for game, and 2 to 1 for rubber; 3 or 4 to "love," deal *against*, it is 15 to 8 for game, and 15 to 8 for rubber. The first game being won, is 5 to 2 on the winner. (This is the current bet, but the real odds are rather more than 3 to 1, about guineas to pounds, with the deal; rather less than 3 to 1 with the deal against.) The first game being won, and 1 to "love" of the second, is 7 to 3 on the winner. The first game being won, and 1 to "love" of the second, deal *against*, is 3 to 1 on the winner. First game, and 2 to "love" second, with deal, is 7 to 2 on the winner. First game, and 3 or 4 to "love," with the deal, or *against*, is 4 to 1 on the winner. It is an even bet the dealer has two points or more.

The deal, by many good players considered an advantage, the lea deemed equivalent to the trump One to love, the odds are 5 to 4; 2 5 to 3; 3 to love, 5 to 2; 4 to love, 3 *A. Trump, Jr.* [*L. O.*].

Offenses, Claims for. — "Penalties."

Old and New School whist, as in politics, religion, cine, and other great depart of human activity, there is a division into conservatives a erals, and a subdivision of the again into liberals proper, ra and revolutionists. Thus t school and the new school ex the best interests of whist; for other matters, the conservati ment acts as a balance to the wise too impetuous reforme innovators. Even in the ear of the century there existed school in whist, and it ha tinued to exist in one fo another. Just now the new sc in the hands of "Cavendish," Drayson, and others, in En Trist, Hamilton, Ames, Coff others, in this country. Oppo them are "Mogul," Mosso the late R. A. Proctor, and bridge," also recently decease England, and Foster, H Starnes, and others, in this co

Some there be who see division and disagreement a d able state of affairs. To u alignment of forces, progr and conservative, seems a and proper. Whist would dry rot, on the one hand, or d erate into the fantastic and r lous, on the other, without opposing influences, between it is bound to become mor more perfect and permanentl ful and beautiful, ever ada itself to the new requirement the times.

ld school of whist-players are
stand still no one can prevent
they may be sure that the
ers of the future, having noth-
earn, will adopt the improved
"*Cavendish*" [*L. A.*].

rica very few representatives of
ool are left, but in England the
rs have never adopted modern
For thirty years "Mogul" and
ge" have wielded their pens in
the old masters, and both by
ings and their play have dem-
that there is no advantage in
e conventionalities of modern
. *F. Foster* [*S. O.*], *Monthly Il-*

fashioned player's game is fos-
cannot alter it, and he does not
ter it. He actually would cease
interest in the game if he had
cording to new ideas. All his
litions are based upon old-fash-
y. "King ever, queen never,"
n in doubt play a trump," are
ns, and these he carries out to
end. He usually tires after three
nd then gives up for the even-
V. Drayson [*L+A+*], "*The Art*
l Whist."

ue peter" was the introduction
f a purely arbitrary signal or
n, and its seed has spread like
until it has entirely overrun
ame of "calculation, observa-
ion, and tenace;" leaving in its
g suits, American leads, plain-
es, four signals, and directive
These seem to have choked up
h, brilliancy, and individuality
list-players, reducing them all
e level—not by increasing the
f the tyro, but by curtailing the
e expert.—*R. F. Foster* [*S. O.*],
ly Illustrator.

ger now is that the game will
o abstruse. The mystery of its
vould, if certain writers and
d their way, become more mys-
n ever. Rules are now being
ed for the play of cards which
. in the ordinary way, once or
hundred rubbers. The mind
er of being clogged with an in-
axims as to the particular card
ed at a definite juncture. In
exercise of intelligence should
first place with a fine player,
gence will, unless a determined
nade against the invaders, soon
l for arbitrary custom. An addi-
ument against the adoption of
modes of play lies in the fact
al of them clash with those laid
lder players for several genera-
ccession.—*W. P. Courtney* [*L+*
ish Whist."

Fortunately, for the purposes of comparison, there are on record a great number of hands played on the old style. That very valuable collection, the *Westminster Papers*, is full of them. Here is one, played long, long ago, in which A and B were partners against Y and Z. Z dealt and turned up the heart seven. The underlined card wins the trick, and the card under it is the next one led.

Tricks.	A	Y	B	Z
1	2 ♢	Q ♢	7 ♢	6 ♢
2	2 ♠	10 ♠	Q ♠	5 ♠
3	♡ A	♡ 2	♡ Q	♡ 4
4	♡ 5	♡ K	♡ 9	♡ 6
5	4 ♠	K ♠	A ♠	8 ♠
6	6 ♠	♡ 3	♡ J	♡ 7
7	3 ♢	♡ 8	♡ 10	10 ♢
8	♣ A	♣ 2	♣ K	♣ 3
9	♣ 7	3 ♠	♣ 4	♣ 8
10	4 ♢	7 ♠	♣ 10	♣ 5
11	8 ♢	J ♠	♣ Q	♣ 6
12	9 ♢	5 ♢	9 ♠	♣ 9
13	A ♢	K ♢	J ♢	♣ J

Score: A-B, 10; Y-Z, 3.

The lead of the small diamond may surprise some, but the old school never led an ace unless they had the king. They kept aces to kill high cards with. How beautifully B shuts out that spade suit, and kills that re-entry king of diamonds in Y's hand! How neatly he takes advantage of his position in clubs at the ninth trick, and puts the screws on Y at the eleventh! In all the championship matches in this country, there is not a hand recorded that approaches this one.

The same cards were given to the players in the recent whist tournament by correspondence, and each of them had a week in which to study over every card he played. The hand was opened in the same way, with a small diamond, by Cassius M. Paine, the editor of *Whist*. His partner B is the author of "Howell's Whist Openings." Y was Harry Trumbull, captain of the team that won the championship of the world at the Philadelphia Whist Congress, and Harry Stevens, Z, is the man whom "Cavendish" thought the finest whist-player he met during his first visit to America. These

famous players got only six tricks out of A and B's cards, by letting Y make three tricks in spades and by killing the club ace. Here is the play:

Tricks.	A	Y	B	Z
1	4 ♢	Q ♢	7 ♢	6 ♢
2	2 ♠	10 ♠	Q ♠	5 ♠
3	A ♢	5 ♢	J ♢	10 ♢
4	3 ♢	K ♢	♡ 9	8 ♠
5	♡ A	♡ 2	♡ Q	♡ 4
6	♡ 5	♡ K	♡ 10	♡ 6
7	4 ♠	J ♠	A ♠	♡ 7
8	♣ 7	♣ 2	♣ 10	♣ 6
9	6 ♠	♡ 3	♡ J	♣ 5
10	♣ A	♡ 8	♣ K	♣ 3
11	2 ♢	K ♠	9 ♠	♣ 8
12	8 ♢	7 ♠	♣ 4	♣ 9
13	9 ♢	3 ♠	♣ Q	♣ J

Score: A-B, 6; Y-Z, 7.

—*R. F. Foster* [*S. O.*], *Monthly Illustrator*.

"Old-Fashioned Whist-Party, An."—Charles Dickens, in his inimitable "Pickwick Papers," exhibits *Mr. Pickwick* at whist on several occasions. In chapter six he describes an old-fashioned whist-party at Dingley Dell, in which the great man was one of the victims. Two card-tables had been set out by the fat boy, one for "Pope Joan," the other for whist. The whist-players, besides *Mr. Pickwick*, were, his partner, the old lady, and *Mr. Miller* and the old gentleman. The rest of the company played the round game, "Pope Joan." Dickens continues:

The rubber was conducted with all that gravity of deportment and sedateness of demeanor which befit the pursuit entitled "whist"—a solemn observance, to which, as it appears to us, the title of game has been irreverently and ignomi ously applied. The round-ga table, on the other hand, was boisterously merry as materially interrupt the contemplations *Mr. Miller*, who, not being quite much absorbed as he ought to h been, contrived to commit vari high crimes and misdemeano which excited the wrath of the gentleman to a very great exte and called forth the good-humor the old lady in a proportionate gree.

"There," said the criminal *M ler* triumphantly, as he took up odd trick at the conclusion o hand; "that could not have b played better, I flatter myself impossible to have made anot trick."

"*Miller* ought to have trump the diamond, oughtn't he, s said the old lady.

Mr. Pickwick nodded assent.

"Ought I, though?" said the fortunate, with a doubtful app to his partner.

"You ought, sir," said the gentleman, in an awful voice.

"Very sorry," said the cr fallen *Miller*.

"Much use that," growled t fat gentleman.

"Two by honors makes eight," said *Mr. Pickwick*.

Another hand. "Can you one inquired the old lady.

"I can," replied *Mr. Pickw* "Double, single, and the rub."

"Never was such luck," said *Miller*.

"Never was such cards," s the fat gentleman.

A solemn silence. *Mr. Pickw* humorous, the old lady seri the fat gentleman captious, *Mr. Miller* timorous.

"Another double," said the lady, triumphantly, making a m orandum of the circumstance

)ne sixpence and a battered
ny under the candlestick.
ıuble, sir," said *Mr. Pick-*

e aware of the fact, sir,"
fat gentleman, sharply.
er game, with a similar
ras followed by a revoke
unlucky *Miller;* on which
gentleman burst into a
high personal excitement
ısted until the conclusion
ıme, when he retired into a
ıd remained perfectly mute
hour and twenty-seven
at the end of which time
ged from his retirement,
red *Mr. Pickwick* a pinch
with the air of a man who
e up his mind to a Christian
ess of injuries sustained.
lady's bearing decidedly
l, and the unlucky *Miller*
ıuch out of his element as
n in a sentry-box.

:ads.—The first system of
rised for the game of whist.
s beginnings in the days of Hoyle, but was much improved by subsequent players and authorities, especially by Thomas Mathews. The old leads are distinguished for their naturalness and simplicity, and many who have once adopted them find it hard to discard them for any other system. They show accurately the position of the high cards in the hand, but are deficient in the important matter of indicating to partner also the number of cards in any given suit, to remedy which defect the more scientific and elaborate American leads were devised.

The first general principle on which the early whist authorities were agreed was that the best leads were from sequences of three or more. Being without sequences, Payne advised a lead from the most numerous suit; in other words, the longest. Mathews agrees with this, but must be strong in trumps before leading from the most numerous. His table of leads, the earliest which gives the leads in detail, was as follows:

	In Plain Suits.	In Trumps.
jack, and three small	Lead Ace.	Lead Ace.
jack, and two small	" Ace.	" King.
and three small	" Ace.	" Small card.
ı, jack, and two small	" Ace.	" Ace.
ı, ten, and two small	" Ace.	" Small card.
ıur small	" Ace.	" Small card.
en, ten, and one small	" King.	" King.
en, and two small	" King.	" King.
:, ten, and one small	" Ten.	" Ten.
:k, nine, and two small	" Queen.	" Queen.
:k, and one small	" Queen.	" Queen.
ıthers, lead a small card.		

he leads remained substantil 1835, after the rise of ıist in England, and they ı as above in "Major A.'s" the new five-point game, not to be wondered at, as ıly adapted Mathews to "short whist." Between this period and the time when "Cavendish," Clay, and Pole first began to write on whist, a change was made in the ace-lead. It was decided to lead the king originally, when holding both ace and king. To-day, the

advocates of the old leads also accept the lead of the penultimate and antepenultimate, from suits of five and six respectively in which there is no high-card combination, and from which, by the American leads, the fourth best is led. In fact, many adherents of the old leads accept the fourth-best lead itself, and all of them admit that the trump leads, under the of American leads, is an in ment, and their leading practice these trump leads. however, marks the dividi between the players of ol and those who practice the can leads. In plain suits t leads, as at present in vogu be briefly stated as follows:

HOLDING *	LEAD	FOLLOWED WIT
Ace, king, queen, jack	King	Jack.
Ace, king, queen	King	Queen.
Ace, king	King	Ace.
Ace, queen, jack, and one other	Ace	Queen.
Ace, queen, jack, and two others	Ace	Jack.
Ace, queen, jack, ten	Ace	Ten.
Ace and four or more others	Ace	Fourth best.
King, queen, jack, ten (no others)	King	Ten.
King, queen, jack, and one small	King	Small, if king wins. Jack, if king loses.
King, queen, jack, and two or more others	Jack	King, with five in su Queen, with more th
King, queen	King	Fourth best, if king Queen, if king loses.
King, jack, ten	Ten	Fourth best, if ten w King, if ten loses.
Queen, jack, ten	Queen	Jack, with four in su Ten, with five in suit
Any other combination	4th best	

* Unless specified, number of suit does not vary the play.

It is fair to say that while the American-leads system of Trist and "Cavendish" is to a large extent based upon and in harmony with old leads, and while it embodies in the fourth-best rule an extension and application, in somewhat different and better form, of the penultimate and antepenultimate ideas of "Cavendish" and Drayson, the old leads themselves, as now practiced, owe something also to the American leads. Advocates of the old-leads system are generally averse to the many additional informatory signals devised and used by those who believe in American leads and the long-suit game as the best means of playing whist in partnership. Many advoca the old leads despise even th honored signal for trumps. are more liberal.

There never was, and perhaps will be, in any game, any system which so thoroughly and so consc fulfilled the purposes for which it tended as the old leads at whist *Foster* [*S. O.*], *Whist, June, 1894.*

The advocates of the old leads o the lead of the ace from ace, kin three or more small ones, becaus lead does not at once inform the of the position of the king. They to the lead of the queen from eith king, queen, and two or more oth king, queen, and three or more because it is confusing, it being o possible to tell when a queen whether it is either of these co tions, or from queen, jack, ten object to the lead of the jack fro

ueen, jack, and one or more oth-
ause the jack does not at once
e presence of the ace, and they
o making the king show exactly
ds in suit, because they believe it
ust to lead it regardless of number
o show the presence of the card
it. * * * In favor of the code
leads it is urged that they show
curately than any other system by
card led what other high cards
d contains. * * * A very strong
ade is the fact that the old system
s but a single queen lead—viz.,
jack, ten—while the American
quire the queen to be led from
ifferent combinations. [A defect
d by the Hamilton modifica-
The opponents of the old system
hat, while it may have been good
for the players of the past, whist
y has advanced beyond it, and
ught to be possible, by the original
a high card, to always give more
tion than merely what high cards
d in the hand. * * * The an-
st the supporters of the old leads
this argument is, that the most
information in regard to the high
of more importance than any-
se—that a partner, if he is a keen
will find out the information as to
is suit soon enough for all prac-
poses.—*Milton C. Work* [*L. A. H.*], *of To-day.*"

tting Playing to a Trick.—English code, section 69, it rided that if a player omits g to a former trick, and his not discovered before he has to the next, the adversaries laim a new deal. Should refer to have the deal stand the surplus card at the end hand is considered to have layed to the imperfect trick, es not constitute a revoke.

ie American code, section 19, rovided that "if any player urplus card by reason of an on to play to a trick, his ad-ies can exercise" the privi-f a new deal "only after he ayed to the trick following e in which such omission oc-."

n Game.—The open game is ame of the strong hand. There is no reason for employing methods of concealment or artifice when you have a goodly number of trumps and good suits, and you have reason to believe your partner is similarly favored. Even the most radical advocates of short-suit leads admit that under those circumstances, the truthful, scientific, long-suit game is the best.

I have satisfied myself that at least one trick in ten is gained in the long run by playing the open game, the two partners working together against two adversaries working separately.—*R. A. Proctor* [*L. O.*].

When the indications show that your partner has a reasonably strong hand, or when you have such yourself, play the open game. Be absolutely truthful in your partner's suits and in your own. Nothing is more bewildering and discouraging than a partner who plays false cards and irregular leads with a strong hand.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Opening.—The opening play; the plan upon which the game is begun; the opening lead.

Opening Lead.—The original lead with which a hand is opened; also, the first lead with which a suit is opened.

Opponent. — An adversary at whist; one of the players opposed to yourself and partner. In duplicate whist, the player who plays or overplays the same hands which you hold; also, the one who occupies the same position that you occupy, but at another table, and whose play is compared with yours.

Opposition.—Opposition is the chief feature of the arrangement of individuals, by schedule, in playing duplicate whist. Each individual player should be placed in opposition to each other individual an equal number of times. (See, also, "Meeting and Opposing.")

Opposition must never for a moment be lost sight of. Any schedule arranged

without keeping this point in view is worthless, no matter how the partners and adversaries may be arranged.—*R. F. Foster* [*S. O.*], "*Duplicate Whist*," *1894*.

Optional Trump - Showing Leads.—Leads by means of which the leader may or may not indicate trump strength in his hand, at his option. A way of doing this was devised by Milton C. Work, in order to meet certain objections urged against his trump-showing leads (*q. v.*), and was first published by him in 1896. He takes the system of old leads (*q. v.*) as the standard for his purpose, and the meaning of the leads is faithfully observed, except when the leader desires to show trump strength. Then, for this purpose, he departs from the king lead of the old system to the lead of either ace or queen, as the contents of his hand may warrant.

The argument in favor of this system is that if, in the opinion of the leader, he is placed with a hand in which it will do more good than harm to announce trump strength, he can do it; while, on the other hand, if he has trump strength, but does not desire to announce it, he is not bound to do so, and the adversaries cannot play him with certainty for trump weakness, merely because the strength has not been announced. The principal objections to this system are the uncertainty in regard to the trump strength which necessarily exists in the majority of cases, and the absence of the elaborate information in regard to length in suit given by the American leads.—*Milton C. Work* [*L. A. H.*], "*Whist of Today*."

Original Fourth Best. — The fourth-best card of a suit as at first held in the hand before a card of the suit is played. A phrase first employed in the second maxim of American leads. (See, also, "Fourth Best.")

After an experience of fourteen years, I can not agree with "Cavendish" in the meaning given of American leads adopted by him of following the ace with fourth best remaining in hand, and I still adhere to the follow with original fourth best, as formulated when those were first introduced; in which po I am pleased to say, I am sustained able a writer as Mr. C. D. P. Hamil *N. B. Trist* [*L. A.*], *Harper's Week 4, 1896*.

Original Lead.—The first after the cards have been also, the lead with which player opens his hand.

This play forms the rock which the greatest number of players break asunder, or part pany. Upon one original lea are agreed, however, and is, having overwhelming t strength, you lead trumps Then comes the rub, the op lead from your best plain suit. advocates of the old leads e suits containing high-card se ces the very best, but many of also play the long-suit game lead from their longest suit, spective of sequences. The cates of American leads gen open from the long suit; this play of "Cavendish," Dra Pole, Trist, Ames, Hamilton, C and the modern scientific sc Then come the advocates of suit play, of various degrees of calness, the most radical prefe at all times to lead originally a short suit (one of less than cards), just as the radical suiter prefers the long suit. tween the two extremes ther many players who take into sideration their hand first, and apply whatever leads, long or suit, they think best adapted Here there is a difference in me again, the liberal long-suiter ing according to a system of k leads (*q. v.*), which is a com ment of the long-suit game. the liberal short-suiter playing Howell system fundamentally perhaps the common-sense of Foster, to a certain extent,

ioring frequent opportunities
ablish and bring in a long
which involves the highest
f whist strategy. (See, also,
g-Suit Game," and "Short-
ame.")

general way, the latest usage
long-suit players and ad-
s of the American leads, is to
umps originally, when hold-
re or more; otherwise, lead
he longest plain suit, and,
holding two equally long
select the stronger. When
longest plain suit contains
ards only, with no card
than a nine, and you hold
same time a suit of three
cards, in sequence, lead
he three-card suit. (See,
ed Leads.") With four
and only three cards in
lain suit, choose the lesser
leading trumps.

rst or original lead should, in al-
ery case, be from your numeri-
rong suit.—*A. W. Drayson*, [*L+
The Art of Practical Whist.*"

ur first lead be from your most
us suit in your hand, or at least
uit of not less than four cards.—
Pole [*L. A+*], "*Philosophy of*

reat advantage of having the
lead is, that you can develop the
any direction you may select.—
Drayson [*L+A+*], "*The Art of
Whist.*"

are only six original leads
an leads system] with which
e may be properly opened. * *
eads are the ace, king, queen,
, and fourth best.—*C. E. Coffin* [*L.
ist of Whist.*"

he opening play of a hand should
y be made from five or more
or from the longest plain suit
the first player, and that the
lead by each subsequent player
be subject to the same rule (ex-
o far as it should be modified by
ilts of the preceding play), was
lished principle in the days of
Emery Boardman [*L+A.*], "*Win-
hist.*"

inal Play.—The first play of
in duplicate whist. The
hands are preserved separately in trays provided for that purpose, and are then overplayed, or played in duplicate.

Orndorff, Thomas C.—Inventor of the Orndorff method of playing twenty-four whist hands in duplicate by two teams of four players each, which was tried at the first congress of the American Whist League, at Milwaukee, in 1891, and was among the very earliest attempts to provide a system for the equitable movements of the players and trays, which has since been elaborated into schedules covering any number of tables or players. Mr. Orndorff's schedule, although confined to two teams of four, was highly commended. N. B. Trist said of it: "I believe it will make the best average skill as near perfect as possible, by changing, as you do, the relative position of the players at every hand." Mr. Orndorff's ideas were set forth as follows: "That it is possible for some players to remember hands in their overplay, as has been demonstrated, is a great disadvantage. The fact that methods confined to four players are limited in their use, thus unfitting them for team contests; that in their use the scoring of tricks won is often incorrect, showing them to be unreliable, and that the trump card is not exposed, thereby depriving the game of one of its essential points, makes it desirable that a method be secured that will be free from the objections named." In his method two teams of four are engaged. Twenty-four hands in duplicate, or forty-eight in all, are played in each contest. No player overplays the same hand. The trump card is turned at each deal. Two trays and two packs of cards only are used. The team scoring

over 312 tricks wins the contest. Each player has four of the opposing team to play against, and three of his own team to play with. He therefore plays twelve times against each of the opposing team, and eight times with his own team. He plays six times in each position dealer, first, second, and third hand. He plays through each one of the opposing teams six times, and in turn is played through by each one of the opposing team six times. He plays at each table twelve times. In a letter, under date of July 31, 1897, Mr. Orndorff says: "By numerous changes in the method of play, the system has been generally adopted, but with many variations; so many, in fact, that one would hardly recognize the original system."

Mr. Orndorff was born at Zanesville, O., September 15, 1840; entered the service of the Adams Express Company in 1860, and that of the United States Ordnance Department in 1863; for five years from the close of the war was with the Baltimore and Ohio Railroad Company; located in Worcester, Mass., in 1882, where he has since been engaged in the manufacture of military cartridge belts He was a delegate to the first congress of the American Whist League, representing New England, with Messrs. Barney and Sturdy. At the second congress he was made a director of the League.

Mr. Orndorff's system was given a fair test and it was a great success. It is, in our opinion, the best method yet devised for playing duplicate whist in teams of four against four. By this method a record of the play is preserved, and each player of each team plays an equal number of hands with each player of his own team as a partner. In this way the relative strength of the contesting teams is shown by the total number of points scored. The strength of the players as pairs is made evident, as is also the individual rank of the contesta
Boutcher [*L. A.*], "*Whist Sket*

Otis, T. E.—A well-kno
and writer on whist sub
for two years also tau
professionally. It was wh
ing from physical disabi
as obliged him to give u
tile pursuits for a time. I
occupy his mind, he gav
tions in the game, to
benefit of a large number
In 1897 he returned to ac
ness life as general ma
the Guaranty Developm
pany, of New York, and
of the Davidson Box Com
whist teaching is now w
matter of leisure, and
chiefly to the training of
of the New Jersey Whist
which he is captain.

Mr. Otis is forty-three
age, and has resided in
and Brooklyn nearly all h
present home being at Ea
N. J. He is a graduate of
technic School, of Brook
was one of the organize
Knickerbocker Whist Clu
York; the Orange Whist
New Jersey Whist Club,
New Jersey Whist As
being at present preside
latter. He is also a meml
Orange Whist Club and th
lyn Whist Club. For two
Otis has held the position
editor of the Newark *New*
such, as well as by his cont
to *Whist*, he became widel
among the whist-players
country.

**"Ouida's" Tribute t
Game.**—Among the many
who have spoken in praise
as a highly intellectual g
"Ouida," the novelist, who
"Chandos" (chapter 4): "

ned his intellect to per-
ıist has trained it to be
:hieving anything that
ın offer. A campaign
d more combination; a
not require more ad-
ronomer-royal does not
roblems; a continental
loes not prove greater

: cards that have been
ıid to be out.

'urn, Playing. — See, ds Played in."

—The second or dupli- f a deal in duplicate :play.

p.—To trump over; to ,p with a higher trump. ant to know when to nd when to let the ad- the trick. The former when you have no good playing for immediate ıen you desire the lead 'pose. Do not over- :ver, with a good suit, ıse it is very important · trumps in a manner tract the trumps of the and bring in your long

suit, overtrumping is bad there is any hope for your important to keep your —*R. F. Foster* [*S. O.*], "*Whist*

ıg is usually safe if the left- y is strong in trumps, and if the partner wishes that be played. If, after the trump, a trump can be led, usually advantageous.—*G. . P.*], "*American Whist R-*

perienced whist-player has to resist the temptation to e novice invariably takes y doing so may ruin a great teran calmly examines the situation in all its phases, and often to his advantage. He reasons that if he overtrumps he must lead something, and whether he can lead to advantage is a matter of concern.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Cases often happen where it is not advisable to overtrump. Most of these depend upon the fall of the cards and on inferences from the play, and cannot be generalized. But there is one case in which it is *never right* to overtrump, viz., when three cards remain in each hand and one player holds the second and third-best trumps, with one of which he trumps the card led. If the player to his left has the best and fourth-best trumps, he can never gain anything by overtrumping, and may lose a trick.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Pack.—The fifty-two cards used in playing whist. By old writers on the game the pack was variously called a pair of cards, a stock, or a deck. Pack is the term now generally used. A faulty pack is one which is imperfect. (See, "Imperfect Pack.")

Packet.—A subdivision of a pack of cards made in cutting or in gathering up the tricks at table during play.

Paine, Cassius M.—The founder, editor, and (at present) sole proprietor of the only journal in the world devoted exclusively to whist; a leading advocate of the "Cavendish"-Trist school, and the leading inventor of apparatus used in playing duplicate whist.

Mr. Paine was born in Milwaukee, Wis., October 12, 1859. His father was Hortensius J. Paine, of James H. Paine & Sons, counsellors-at-law, who achieved distinction in ante-bellum days by reason of their uncompromising abolition principles. The family came to Wisconsin from Ohio, and the senior member of the firm originally from Connecticut. Mr. Paine's mother was a daughter of Horatio

N. Joy, a farmer, who came to Wisconsin in 1833 from New York State. Hortensius Paine died in 1865, leaving a widow and three children, of whom Cassius was the second. From this period his life was spent on a farm until he was twelve years old, when he began his business career as messenger in a bank. He had received but a common-school education, but as banking hours were short, and the boy studiously inclined, he found opportunity to further improve his mind. At the age of twenty-three he engaged in business for himself, and has been actively occupied in commercial pursuits ever since, his chief business at present being that of a grain merchant.

Mr. Paine first became interested in the game of whist about the year 1885, when he joined the Milwaukee Whist Club. In the fall of 1890 he was elected president of the club, and it was during his administration that the first American whist congress was held at Milwaukee, in 1891. Mr. Paine was one of the first to take up duplicate whist, obtaining his cue from John T. Mitchell, of Chicago. He conducted the first duplicate contest of moment between clubs, in January, 1890, when the Milwaukee and Evanston teams played a match of twelve tables. It was while making preparations for this match that he discovered the idea which shortly afterwards was elaborated by J. L. Sebring, of Kalamazoo, Mich., and led to the manufacture of the duplicate whist method now known as the Kalamazoo system.

Immediately after the whist congress, and largely with a view of sustaining interest in the League, which was a matter of great pride to the Milwaukee Whist Club, the journal *Whist* was founded by Eugene S. Elliott, Cassius Paine, and George W. Hall. Hall died the October follo and the enterprise was cont by Mr. Elliott and Mr. Paine 1896, when Mr. Paine acquire entire interest.

Mr. Paine was elected in 1 the presidency of the Milw Chamber of Commerce, a bo six hundred of Milwaukee's prominent citizens, in which he served two terms. He is president of the Milwaukee E Society. When asked to defi present position in regard t play of whist, he said, in a under date of November 30, "I am a staunch advocat 'Cavendish's' maxims, but I always believed in paying regard to the development c deal, and the personality o players; and these consider often induce me to pursue a ent course from that which a bound book-player might fol

Mr. Paine is a very conscientio tor. He says it has always been h thought to publish all the news, believes variety to be the only thin will hold a large class of readers, an if a subscriber finds what he like publication, he is usually satisfied if some things appear which do no ticularly interest him. In the disc of important topics, Mr. Paine exp his opinions suggestively rather tha tatorially, and encourages whist-p to investigate and to think for them which he finds induces them to p pate in discussions on moot point has little fear for the solid princip the game, and thinks that the pa discriminating, and will not long b posed on by false theories. Whi editor may direct and suggest, the must approve, and its verdict is the test.—*R. F. Foster* [*S. O.*], *Monthly trator.*

Pair, A.—The two players si north and south, or east and at duplicate whist. Two part constitute a pair. Duplicate scores are arranged for ind

pairs teams of four or more, When pairs form the basis : match play, each pair plays ıer throughout the sitting, changing partners, but mov- ı such a manner as to be op- an equal number of times to of the other pairs.

: need of a more satisfactory ıd of keeping the scores for especially in tourneys or for on's play, has been strongly The usual way is to keep a l of the points made and de- he standing of each pair by ı of its plus or minus score; is has been found unsatisfac- especially in clubs, because ıirs were soon so far separa- at those away behind became raged. Another method has ried by some: that of keep- record of games won or lost, eciding the standing of the thereby. But a plus frac- margin in this case, it is ed, has too great weight. atest suggestion (made by C. Meredith, of Kansas City, is, that a record of both and games be kept, and the number of points, plus ıus, be multiplied by 60 and d by 100, and the number of won or lost multiplied by 40 ivided by 100, and the sum aken as the standing of the ı the tourney."

ther difficulty in the play of is the effect which the in- ty of the sides has on the

In some clubs the whist ittees equalize the sides as far sible by their knowledge of layers. In the Kansas City Club, during 1897, the po- of the players was decided eir standing in the tourney, ows: The pair standing high- as placed north and south; ıighest, east and west; third highest, north and south; and so on until all the pairs were placed. When the schedule of play for the evening placed a pair on the wrong side, the next highest pair took its place. When the standing of two pairs was equal, and they were scheduled to play at the same table, their positions were decided by lot. This is declared unsatisfactory, because the standing of the pairs in the early part of the tourney depends too much on whether they have played the strong or weak teams in the tourney. In commenting on this, Mr. Meredith says: "I suppose we shall never have a perfect game of duplicate until some one invents a pack of duplicate cards so arranged that the same hands can be played by your adversaries, but in such form that they will not be recognized." The editor of *Whist* fears that "the matter of equalizing the sides presents a problem which will ever remain insoluble."

Partie.—The same players playing two rubbers consecutively, or, should it be necessary, a third, to decide which has the best of the three.

Partner.—One who plays with another player, and, with the latter, against two other players. Partners sit facing each other at the table, with an adversary on each side. One partner should not deceive another by his play, but should have due regard for the other's hand, affording him all the help he can, and utilizing, as far as possible, all his resources for the common good. Each should try to play both hands as one. The one who has the best hand, and the most likely chance of bringing in a long suit, indicates it at once by his first lead or two, and then

the other, unless equally strong, promptly sacrifices his hand in building up and assisting partner's game. A player must not make the mistake of always trying to take the lead in the partnership. Be sure you have the best hand, or at least as good a hand as partner, before ignoring his claims. Do not insist upon playing a doubtful or disastrous game with your own pitiful resources when you could turn in and help improve his splendid opportunities. Nothing could be more exasperating to him, to say nothing of the effect your conduct has upon the score. Next to the bumblepuppist who plays in blissful ignorance of the existence of partner, ranks the new style of bumblepuppist who has no use for him except as a vassal to do his bidding and work for his glory.

Every good whist book is full of maxims for the guidance of partners in their mutual play. Do not forget to return partner's lead, after indicating your own strong suit; but if you hold the best card in his suit, lead it to him at the first opportunity, even before opening your own suit. Do not fail to respond to his trump signal, unless you have the weightiest of reasons. Give him all the information you can consistent with proper play. Force him if you are strong in trumps, and thereby enable him to make tricks with his trumps. Do not force him if you are weak in trumps, unless either of the adversaries have shown trump strength, or he has shown a desire to be forced. Get rid of the commanding card in his suit, so as not to block his game.

With a strong trump hand, play your own game; with a weak trump hand, play your partner's game.—"*Cavendish*" [*L. A.*].

Remember always that you ar partner have twenty-six cards to p the common cause, of which you h thirteen.—*Milton C. Work* [*L. A.*

Remember that your partner is interested with you, and do not pl own hand without regard to his – *Ames* [*L. A.*], "*Practical Guide to*

Partner's weakness, when e: gives entire authority to manag play with little or no regard to hi will particularly alter three thin second-hand play, the discard, management of trumps.—*N. Y. A.*], *Whist, January, 1893.*

The fine player will scarcely hav for a better partner than one v careful attention to rule, has given every possible indication of the p of the cards, and has enabled hir speak, to play twenty-six cards of thirteen.—*James Clay* [*L. O.*].

If I were asked what I regarded most valuable working quality in ner, I should answer: Readiness n mining whether an aggressive aiming at the bringing in of a los should be entered on or a defensi icy pursued.—*R. A. Proctor* [*L. O.*

You and your partner play again other partners. It is twenty-six against twenty-six when the p play to mutually assist one another thirteen cards against twenty-six each partner plays for his own han *W. Dravson* [*L. A.*], "*The Art o tical Whist.*"

When the partner of the original wins the first trick, he may do any four things: (1) Lead trumps if h five or more, or four with an estal suit and a card of re-entry; (2) lea the best card of the leader's suit holds it, before introducing his ow lead his own suit, if it is worth try establish; (4) return the leader's with the lowest, if he has three or remaining; with the higher if onl no matter what they are. When th inal lead is a trump, the partner always return it if he has one.—*R ter* [*S. O.*]. "*Johnson's Universal Cy dia,*" *1895*

T. E. Otis writes as follows in the ark *News:* "Observe the following ple rule, and it will greatly aid y knowing when to play your par hand instead of your own: Whe win your partner's lead and ar strong enough in trumps to lead return your partner's suit, unless have won it with a card as low a jack and have none higher of that s your hand, or when you have an lished suit, or one which can be

i the first round." * * * With he above Philadelphia whisters tily in accord, except the sugges- t when you win your partner's i a jack you should not return it. hese circumstances your partner ther the ace and queen, or the he opponent to your right holds cards your partner does not. If tner has the two face cards, it is rantageous to return the suit. If rsary holds them, it is even yet the best thing you can do, since, o not, your left-hand adversary r, and nothing will be gained by ision on your part; while, on the nd, you will have delayed estab- our partner's suit, and been at dvantage of opening a new one. a good rule to always return tner's suit, unless you are strong to lead trump, or hold a suit that be established in one round, or d by the queen-jack-ten combi- —*Milton C. Work* [*L. A. H.*], *Phil- Press, November 24, 1897.*

ter, a Bad.—A bad partner who is either naturally an player, or one whose whist on has been neglected or ed. When his condition is hopeless, he is generally de- as a bumblepuppist (*q. v.*). ly safe way to play with a rtner is to ignore him and ur own hand, watching in anwhile if there is method adness. It may be that he the same bad moves every any given situation, and om these earmarks some e inferences may be drawn. neantime do not needlessly your own hand to the ad- s by trying to convey any tion to him. You have an tific and difficult game to ut try to play it without our temper.

bad partner, what should influ- in selecting a suit to lead from? t which is best for your hand, d on its merits exclusively.— *ampbell-Walker* [*L. O.*].

citable player is one of the most le partners that you can sit op- You can never predict what he may not commit.—*A. W. Drayson* [*L+A+*], "*Art of Practical Whist.*"

When you are unfortunately tied to an untaught partner, especially if at the same time you are pitted against observant adversaries, you should expose your hand as little as possible, particularly in respect of minor details.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

I am confident I should not have had a gray hair in my head these ten years to come if it were not for that wretch who refused to lead back my trump, in order that he might make one miserable trick by a ruff. The "second murderer," too, who never will lead twice for the same suit, has aged me more than all my gout. As to the fatuous imbecile that, when he plays a card, always looks at his partner, and never once at the board, there is not a club in Europe without some dozens of them.—*Anon.*

One of these bores is the "if you had" partner, who constantly greets you with "if you had only done so and so we should have made so and so." My favorite retort to the "if you had" partner is to ask if he has ever heard the story of "your uncle and your aunt." If he has, he does not want to hear it again, and is silent. If he has not, and innocently falls into the trap by expressing a desire to hear it, I say, in a solemn voice: "If your aunt had been a man, she would have been your uncle."—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

Partner's Hand.—The principle that partners should play their hands in such a manner as to render each other the most efficient aid, is one that was recognized from the earliest times. "Study your partner's hand," was one of the principles of the Folkestone school, which preceded Hoyle. "The more clearly you demonstrate your hand to your partner the better," says Mathews, in 1804. "Your play should be such as to give your partner an insight into your hand," is the advice which Admiral Burney gives, in 1823. "Major A.," writing in 1835, has this to say: "The good player plays his partner's hand and his own, or twenty-six cards;" and General de Vautré, in 1840, uses a similar expression, when he says: "I teach the mode

of playing with twenty-six cards, and not with thirteen." "Let your play be as intelligible to a good partner as you can make it," writes "Cælebs" in 1851. "Cavendish," Pole, and other leaders of the modern scientific school elaborated the idea, until by means of the American leads and other legitimate conventions such perfect information can be conveyed between expert partners, that their hands may in truth be said to be one.

Play as if partner's hand belongs to you, and your hand belongs to your partner.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

In whist each player is to consider his partner's hand as well as his own, and to make the most of the combined hands each partner must play a game which the other understands.—*R. A. Proctor* [*L.O.*].

What is the most important general rule to be borne in mind by a whist-player? That he must consider his partner's hand as equally important with his own, and, if necessary, sacrifice his own for the good of the partnership.—*Arthur Campbell-Walker* [*L. O.*].

A good whist-player takes delight in planning for the play of his partner's hand, knowing that such play is a compliment to his skill. To be able to read your partner's hand, and play to make *his* cards, is whist of the highest order.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Partnership.—The idea of partnership in the game, and playing both hands as one, which is made one of the fundamental principles of his philosophy of whist by Dr. Pole, was foreshadowed by the earlier writers on whist, and strongly emphasized by General de Vautré, in France, 1843, and a German authority, Ludwig von Coeckelbergle-Dützele, whose "Rationelle Whist" (rational whist) appeared at Vienna in the same year. It was also popularly inculcated in a set of rhymed rules published in France, about 1854, by "Un Général d'Artillerie." The foll is an extract from von Coeck gle-Dützele's work: "In ord make the best and most ad geous use of your own as w of your partner's hand, you endeavor to find out what his are, and to afford him similar mation as to your own. Both objects are effected by wh called the language of the (*Kartensprache*), or the art naling (*Signalkunst*). The selected to be played serve, by relative values, as teleg signs, by which the two pa carry on a reciprocal comm tion, and convey indications what cards they hold, as w suggestions of their resp views and wishes. By this they are enabled to give bett port to each other, to cal more easily the chances of game, and to anticipate mor rectly the effect of any part play."

It might be supposed that as th nership was so obvious, the combi of the hands would be a natural quence (and indeed a distinct not it was given by the Crown Coffee-students), but it was only by the study of the club players and of the School, after a century and a qu existence of the simple Hoyle gam the combination principle becam established and applied.—*Williams* [*L. A.*], "*Evolution of Whist.*"

Partner's Suit.—The best suit in partner's hand; his suit, which it is desirable to e lish; the first plain suit led fro him, in case he plays the long game.

Pass.—When a player mak effort to take a trick, although to do so, he is said to pass. pass a trick is to allow it to your adversary.

Patents.—See. "Whist Pate

ne, George.—A distinguished ish whist-player, who died Sep- er 2, 1878, at the age of seventy- ears. Charles Mossop says of "No doubt he was a good r in his prime. All the world o. In our day he was a good r, but not a fine player. We t think that he was in the first but age had begun to tell be- ve saw him play. Winning or , he was always genial and He was a strong opponent good partner."

ne, William.—The author of cond book on whist ever pub- l. It is thought he was a er of mathematics. His work out in London in 1770, shortly Hoyle's death, and was enti- "Maxims for Playing the of Whist, with All Necessary lations, and the Laws of the ." Although it appeared ymously, it was referred to as ne's Maxims." Its contents well arranged. Some of the ims" were new, and, in Dr. opinion, "foreshadowed a modern phase of game." e preface Payne says: "The of whist is so happily com- led betwixt chance and skill it is generally esteemed the curious and entertaining of ards, and is therefore become rite pastime to persons of the consequence, and of the most guished abilities. The great y of hands, and critical cases, g from such a number of renders the game so nice lifficult that much time and ice has heretofore been neces- to the obtaining a tolerable e of knowledge in it. The ing maxims were begun by of memorandum for private nd are published with a design truct beginners, to assist the moderate proficient, and, in gen- eral, to put the players more upon equality by disclosing the secrets of the game." The "maxims" were incorporated into the so-called "improved" editions of Hoyle, published thereafter.

Payne was the first to do two very important things in his work. He arranged the rules, or maxims, under their proper heads, as "leader," "second hand," "third hand," "leading trumps," etc., and he added to each rule a state- ment giving his reason or justifi- cation.

Peculiarities of Players. — A player may not only have individu- ality and mannerisms, shown in his way of playing, but he may have deeper rooted peculiarities in the play itself. He may adhere to one system or another, or a combina- tion of both; he may play a system of his own, or abjure all system and play bumblepuppy. These are a few of the peculiarities which it is necessary to become acquainted with as soon as possible in sitting down with such a player for a part- ner. (See, also, "Mannerisms.")

Nothing is so wearisome and worrying to your partner, and indeed to the whole table, as that eternal pondering over your hand, or partially drawing out several cards before you play.—"*Lieutenant-Colo- nel B.*" [*L. O.*].

After sitting down at the table, you should infer as quickly as possible in what style of game you are involved, and the peculiarities of your partner and op- ponents. If watchful, you may help a bad partner to make tricks in spite of himself and his bad play; and a little ob- servation may reveal some method in the madness of an adversary's game. With strangers always begin by playing a very careful and conventionally accurate game, watching for signs of appreciation and reciprocity from them.—*R. F. Foster* [*S. O.*].

"Pembridge."—A pseudonym under which John Petch Hewby,

B. A. Oxon., M. R. C. S., wrote much upon the subject of whist. He was the eldest son of William Hewby, gentleman, of Ripon and York. He was graduated from Worcester College, Oxford, with the degree of B. A., in 1859, and was educated as a surgeon at St. George's Hospital, London, and became a member of the Royal College of Surgeons in 1864. He was a keen and satirical writer, but mixed so much humor with his satire that his essays on whist will long be enjoyed even by those who radically disagree with him in theory. His "Whist, or Bumblepuppy?" brought the latter word into such prominence as a term for bad play that the "Century" and "Standard" dictionaries placed it in their vocabularies, quoting him as their authority, and the future editions of the various dictionaries will all be obliged to recognize the term. The book, published in London, 1880 (two editions), and in Boston in 1883, is as full of humor as its title. It consists of a series of so-called lectures on how *not* to play whist. A revised and enlarged edition appeared in 1895. Another volume, "The Decline and Fall of Whist," published in London in 1884, is also written in a peculiarly bright and attractive vein. Although a firm advocate of the old school of play, and a bitter opponent of the "American leads," "Pembridge" had the admiration and respect of the entire whist world. He died February 1, 1896, of thoracic aneurism, and was sixty-one years of age, as appears from the following memoranda regarding himself which he furnished at the request of *Whist*, and which was published in that journal for March, 1895:

"I was born sixty years ago of stern and puritan parents who had a rooted antipathy to *all* gam and no pack of cards was e allowed to cross their gloo threshold; but as the twig is b the tree is not always inclined, under these unfavorable circ stances I have played whist pr regularly for over forty years, during the last thirty have wo or lost—more than sixty thous rubbers.

"As a humble member of school of 'Cam,' 'Mogul,' F Lewis, and Mossop—in additio 'Whist, or Bumblepuppy?' 'The Decline and Fall of Whis in the *Westminster Papers*, *Field*, and other periodicals, I h made numerous attempts to le my footprints on the sands of ti Even if introduced—in defiance common sense and the Quee English—as *an extension of pr ciple*, I have been ready to ad any convention which appea conducive to trick-making; I firmly believing with Clay, t 'no rules are without an exc tion' (even the twig and the tre 'and few more open to exceptio cases than rules for whist,' a with my very old friend 'Ca 'that there is no such thing as absolute *never* or *always*,' I co sider it absurd to lay down fi and fast rules embracing all kir of hands, or to make minute a elaborate regulations for a state things which may occur once i blue moon. Good players do r require them; to the duffer th are a mockery, a delusion, and snare."

If, then, we designate the subject this sketch as a first-class dreamer, imply nothing of reproach, in the dre of such thinkers as John Fetch Hewb to be found the confirmation of m truths. Mr. Hewby is by nature a c troversialist. He loves a fight, an times, perhaps, "not wisely but too we To this characteristic is largely due opposition to whist innovations, wh

a high order of merit to win
ation. He is a leading repre-
f a school of whist critics that
made life miserable for "Cav-
he had not been equally as
row as his critics.—*Whist*
rch, 1895.

sons will learn with regret of
of John Petch Hewby, better
"Pembridge," who wrote
Bumblepuppy?" "The De-
all of Whist," and contributed
minster Papers some of their
s on his favorite game. He
ous combination of bad luck
lay. So unfortunate was he—
of five years each, he be-
t he frequented a small club
r played threepenny points;
nth of the popular English
h is half-a-crown. He was
osed to American leads, plain-
, and all the alleged improve-
modern" whist.—*R. F. Foster*
v York Sun, March 1, 1896.

y.—A fine or punishment
for breaking the laws of
The penalties under the
ode are severer than those
l by the American code.
nce, the penalty for lead-
turn is by the latter code
from the double penalty
or lead to the single pen-
lead; and the penalty for
is reduced from three to
to be taken from the re-
ayers. (See, "American
ish Laws.")

r should purposely incur a
ause he is willing to pay it,
he make a second revoke in
nceal one previously made.—
Whist (American Code).

tly or not at all, and, if you in-
lty, pay it with a good grace.
dream of hinting that any
ping strictly within the law, is
ctitioner —*C. Mossop* [*L+O.*],
r Papers, May 1, 1878.

id of law 39, American code:
ng adversary demands a pen-
wrong penalty is demanded,
e enforced." The above is an
aw of the English code as far
ng penalty is concerned.—
ryson [*L+A+*], "*Whist Laws*
Decisions."

In all cases where a penalty has been incurred the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced. — *Laws of Whist* (*American Code*), *Section 39.*

There is no greater breach of etiquette than for an adversary to attempt to claim a penalty to which he is not entitled. Such a proceeding must be assumed to be due to ignorance only. The penalty for such an incorrect claim is now very justly decided to be that the original offender is released from all punishment for his offense. To play a game during many years without making one's self acquainted with the laws which govern this game is not an unusual proceeding.—*A. W. Drayson* [*L+A+*], "*Whist Laws and Whist Decisions.*"

Penultimate.—The lowest card but one of a suit; a former name for a conventional lead from a five-card suit, first advocated by "Cavendish," but now superseded by the fourth best (*q. v.*).

"Cavendish," in an interesting article on the origin of American leads (see *Whist*, January, 1894), tells how he first obtained his idea of the penultimate lead by noticing that the old-fashioned players always led either the highest or lowest of their suit. This led him to make several suggestions to the Little Whist School (*q. v.*), and that body decided upon the play whereby from an intermediate sequence of three middling cards the lowest of the sequence, instead of the lowest of the suit, was led. James Clay, to whom the matter was submitted, did not give his approval. Several years later, "Cavendish" renewed the discussion at the County Club, in Albemarle street, and in the course of his experiments he arrived at this point of inquiry: "Where is the lead from intermediate sequences to stop? If the lead is right from ten, nine, eight, or from nine, eight,

seven, is it wrong from eight, seven, six? I finally convinced myself," he says, "that no line could be drawn, and that if the rule of play were to be followed it must include *all* intermediate sequences, by, as I then called it, extension of principle. Next, I got stuck again over the sequence of five, four, three. These being in sequence with the two, ought I to lead the three or the two, as there was no *intermediate* sequence. Talking it over with a friend at the County Club, he said, 'Why, Jones, you show five, anyway, by leading the three.' 'Yes,' I replied, 'and you have helped me to hit it. You ought to lead the penultimate of five, *whether you have an intermediate sequence or not.*' " Clay subsequently gave the lead his adherence, and it came into general use, although not without opposition from the more conservative players.

Trumping with the penultimate.—Many players believe it good policy, when holding four or more trumps, to trump with the lowest but one, in order to show their partner that they can take the force again several times, or to show their original holding, should they or he lead trumps later.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

Perception.—In whist, the ability to perceive what is in partner's or the adversaries' hands, from the fall of the cards; the power to draw correct inferences from the play of any given cards. Quick and correct perception, sometimes amounting almost to intuition, is one of the invariable attributes of a player of the first rank.

Perception Problems.—Problems, exercises, or puzzles, intended to test and strengthen the perceptive powers of whist-players. A perception problem consists of a partially exposed and partially played hand or deal, of which the student is required to locate supply the proper play of th maining cards, by means of i ences drawn from that portio the play which is made kn also, to give the reason for his at every trick. The solvin problems of this kind was brought into popularity in country by Charles M. Clay (of Roxbury, Mass., although e examples of "placing card whist," as it was called, ar wanting. Proctor, in his "H Play Whist," reproduces one the *Westminster Papers*, in p follows:

B's Hand.

♠ 10, 9, 6, 5 (trumps).
♡ A, Q, 4, 2.
♣ A, 10, 8.
◇ Q, 6.

The first four tricks are as follow underscored card winning the trick card below it being the next one led

Tricks.	A	Y	B	
1	♣ 6	♣ J	♣ A	♣
2	♡ 9	♡ 5	♡ 2	♡
3	8 ◇	J ◇	Q ◇	
4	J ♠	A ♠	5 ♠	

After these four tricks have been pl B is able to place every card, suppo that all the players have followed usual rules of play.

"What we have said about w leads and two general rules, on second, the other for third pla suffices to give a solution of problem," remarks the edito the *Westminster Papers*. "T are, first, that second player, i has a sequence of two high c and one small one, plays the lo of the sequence second hand small card led; secondly, that t in hand plays highest if he has card higher than (and not in

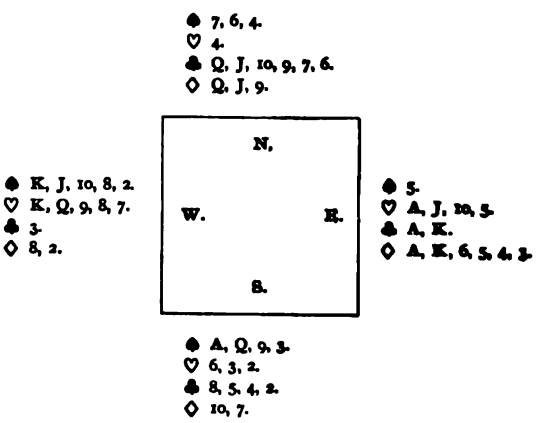
rith) his partner's lead, ound finesse open to him, rwise plays his lowest." points out that Z might heart king from anything ars from the fourth round. al, the problem is not to red with those of Charles

ay first began contribut- ption problems to *Whist*, with the November, ie. The hand was one lealt, and after four tricks i played Mr. Clay was ead all the hands of the and after the fifth trick cally placed all the cards. ise to the publication of lem, forty answers were but only one correct one, C. Hatch, of Norwalk, ho succeeded in naming l. (See *Whist*, February, Ir. Clay believes that the perception problems is of ue to the average player my problems, and makes use of them in assisting a better knowledge of is published contributions every important phase of ist play. Being a master ucting problems of this is but natural that he an adept at solving them; fact was demonstrated in match by correspondence stituted by R. F. Foster. ggestion of H. S. Stevens, niversity Club, Chicago, a offered to the player who able to correctly place the s, after the completion of trick, in the hands played tch. Mr. Stevens was not t among the players was ng whist perceptionist in l. As might have been Mr. Clay found this little to the tourney very enjoyable. He correctly placed 237 cards out of 324, giving both suit and size exactly, and his reasons. He also correctly placed seventy suit cards, in thirty of which he was unable to give the exact size, and in forty of which he stated the wrong size. Only seventeen out of the 324 cards were misplaced by him, and in only two instances did he misplace the command. That this was a remarkable performance may further be judged from the fact that some eighty-odd false cards were played in the first nine rounds of the twenty-eight hands. Dr. Richard Lennox, of Brooklyn, came next in the contest, placing 62 per cent.; E. C. Howell, third, with 56 per cent.; H. B. French, of Philadelphia, fourth, with 52 per cent.; and George Tatnall, of Wilmington, Del., fifth, with 51 per cent.

In response to a request to point out what he considers his best two problems, Mr. Clay informs us that one of the best, although not the very best in his estimation, appeared originally in *Whist* for October–November, 1896. We give it herewith, as a representative of its kind:

"At the American Whist Club, of Boston," says Mr. Clay, "the inclosed hand at whist was played. When east led five of spades at trick five, south exclaimed, 'I can read and place all the rest of the cards, substantially!' Upon this being doubted, the play was stopped, and south wrote down his reading of the hands, which proved to be correct. I send it as an interesting case of whist perception in actual play. South was well aware that east's play could be interpreted in different ways, but that makes it all the more interesting, perhaps, to determine the correct one."

THE HANDS.



Trump turned, four of hearts; east to lead.

Tricks.	North.	East.	South.	West.
1	9 ◇	A ◇	7 ◇	8 ◇
2	J ◇	K ◇	10 ◇	2 ◇
3	♣ 6	♣ A	♣ 2	♣ 3
4	♣ 7	♣ K	♣ 4	8 ♠
5		5 ♠		

Score: N-S., 1; E-W, 12.

Inferences and analysis by Mr. Clay:

Trick 2.—The six, five, four, and three of diamonds are with east. The queen is yet doubtful between west and north. West has called for trumps.

Trick 4.—West has not queen of diamonds, or he would have discarded it instead of eight of spades, because, if he holds it, neither north nor south has another diamond, and it would surely block east's suit. Hence, west held originally ten hearts and spades, t which must have been stron to justify his original call w weak in diamonds and club probably held five trumps, v least two honors, and five s In this case the spades mu king, jack, ten, eight, an more small.

Trick 5.—Why did not ea trumps to his partner's call? (1) because he had none, because he was so strong.

Let us examine each in If he had none, his hand have been six diamonds, f six clubs, and two or one spa

In this case, north has f five trumps with one or two h But if east had held this ha would have known that the commanding strength in a suits, and certainly would not led out both ace and king of but would have led spades at four to put his partner in. B ace, followed by the king, is times led to show no more. A ing this, east must have hel

nds, two clubs, four hearts, ne spade. The probabilities cidedly in favor of the latter g.

:, then, can trump spades and and sees that west can trump nds and clubs, hence he dis- s west's signal and plays for ole-ruff.

to justify him in not trying s once, both his trumps and must be high ones, to pre- overtrumping in diamonds ades.

refore, north holds one small queen of diamonds, queen, ten, nine of clubs, and three spades.

only chance to win a trick is he ace of spades, hence I play it on east's five.

ldition to the above, Mr. Clay us what he considers his very oblem. Each different in its he two illustrate the subject st perception in a most ad- e manner:

SOUTH'S HAND.

♠ K, J, 10.
♡ Q, 2.
♣ A, K, 8, 4, 2.
◇ 10, 9, 8.

ce of spades is turned by north, it leads. The underscored card e trick and the one under it is led

orth.	East.	South.	West.
2 ◇	♣ Q	♣ K	♣ 5
6	♣ 9	♣ A	♣ 6
2 ♠	♣ 10	♣ 4	♣ 7
7	♡ 10	♡ Q	♡ K
K ◇	6 ◇	8 ◇	J ◇
8 ♠	6 ♠	10 ♠	3 ♠

's hand and the play of the first s are given, and the problem is to read as many cards as possible, and play for north and south to make the most possible out of the hands.

Mr. Clay has kindly written out and fully annoted the play and solution for us, as follows:

Trick 1.—East has left jack, ten, with one or more low clubs. The three is with either east or west; if west has it, he is either calling for trumps or unblocking. North's suit is hearts.

Trick 2.—What shall south play at trick two? Ordinarily he would lead heart queen to his partner's declared suit, and, as the cards lie, this would be the best play here. But he reasons as follows: "North's discard of diamond two shows that he is not strong enough to signal for trumps. Had he been unwilling to be forced, he would probably have discarded a higher card. He certainly would have discarded to show four trumps, if he held them, and the make-up of his hand would allow. Had it been my original lead, I should consider it better to go on with clubs and give north another discard than to lead queen of hearts to a suit and hand as yet unknown.

"However the hand be played, east must be left with two winning clubs, which can be killed only by north's trumps.

"Only in the remote contingency of our taking nearly all the tricks in all the other suits can this be prevented, and the diamonds are apparently against us." South, therefore, goes on with club ace.

East has left jack, ten of clubs, and west the seven, three. North can hardly be out of diamonds, as well as of clubs. He has, then, a high diamond which he does not wish to unguard, or ace which he does not wish to blank, hence does not discard another diamond. East has no suit of more than four.

Trick 3.—North, missing both three and two of clubs, we can place that suit exactly. He has not more than three trumps left.

Trick 4.—East has either jack heart and one low, or jack alone, or no more. North's suit is probably ace, nine, eight, seven, and he held originally five hearts. Therefore he must have held originally either three or four trumps, and either five or four diamonds. The five, four, three of diamonds lie, one with east and two with west.

Trick 5.—West's jack of diamonds is a short lead, hence north has the ace, and he held four originally, or his diamond suit would have been better than his heart, and he would have discarded hearts first. East has queen, seven of diamonds. Of the five, four, three, north has one and east two. This gives north exactly four trumps.

Trick 6.—As each player holds five cards of plain suits, two trumps are to be given to each. North turned the ace, and his other is higher than the eight. East's six is his lowest, and the five and four are with west. If east had held the *fourchette* of nine, seven, six, he would have played the nine on north's eight. So he has queen, seven, and north has ace, nine. The cards are now all placed.

Trick 7.—South sees that to make the most of his and his partner's trumps, north must have a chance to ruff and lead trumps through east. A club lead will give this opportunity, and establish south's thirteenth. On the sixth trick, west could not cover south's ten of trumps, so north knows that three honors lie between south and east; and if east had held king, or two honors, he would not have played the six with the ace turned to his right. Even if he cannot read the tenace in south's hand, north can see that south wants trum through east. He further r that, if he reads south cor the *strongest* hand that can l against him is queen, sev spades; queen, seven of diar jack of clubs, and jack and o heart, by east. And, even this strength is with east, the *est* hand that south can h king, jack of spades, two of ten, nine of diamonds, an low heart. Granting this possible situation, they ca every other trick if he trump the ace of spades, and ther south in with the nine, that h draw east's last trump and l discard with the two of clubs

Trick 8.—North leads ace monds, to leave east's quee guarded, if he has it, foreseei forced discard on south's t clubs. If south has the north's play cannot lose, for read seven of diamonds, a with east. Should south hav one small heart it would b gerous to draw it, and preve leading that suit later.

Trick 11.—East must now discard queen of diamonds guard jack of hearts. Wha way he plays south plays a ingly, and north and sout every other trick. Summary last half of the play:

Tricks.	North.	East	South.	
7	A ♠	♣ J	♣ 8	♣
8	A ◇	7 ◇	9 ♡	
9	9 ♠	7 ♠	J ♠	
10	5 ◇	Q ♠	K ♠	
11	♡ 8	Q ◇	♣ 2	
12	♡ 9	♡ 4	10 ♡	♡
13	♡ A	♡ J	♡ 2	♡

Score: N-S, 12; E-W, 1.

:lay having led the way, the ction of whist perception ıs, as well as their solution, popular. Among those ntributed such problems to during 1894, 1895, and 1896, l the names of C. B. With- St. Paul, Minn.; Perry Trum- f Chicago; H. E. Greene, wfordsville, Ind.; E. H. ·, of Milwaukee; and C. D. ımilton, of Easton, Pa. the prize-winners in solving ere: E. C. Howell, C. M. V. C. Coe, of Chicago; J. E. , Jr., of Greenwich, Conn.; S. Peckham, of Newport, W. E. Hickox, of Newton- lass.; and James A. Hutch- Brockville, Canada.

Witherle contributed two ns, and his second one (ap- in *Whist* for July, 1894) won miration of experts every- as the finest example of its t produced. It was as follows:

SOUTH'S HAND.

♠ 10.
♡ 10.
♣ A, J, 9, 8, 2.
◇ J, 10, 9, 8, 7, 3.

). Jack of clubs, turned by south. play of the deal was as follows, iding. The underscored card : trick; card under it is led next:

rth.	East.	South.	West.
A ◇	♣ 4	7 ◇	K ◇
2	♡ 4	♡ 10	♡ 7
K	♣ 5	♣ 8	♣ 3
O	♣ 6	♣ 2	♡ 8
3	♡ 6		

ed—Inferences, and play of the ıg cards.

ermining the best answer, the nt of judging merit will be the of the cards correctly as actually ed in the deal, or the nearest ap- thereto. The second point of ll be the best notes of the play.

That the nut was a hard one to crack may be inferred from some of the letters received and published in the succeeding number of *Whist*. Said one aggrieved correspondent: "This is called 'whist perception,' and yet it is impossible to locate the spade suit, except by mere guesswork. We are given the location of the ten-spot in the hand of south, but no play of the suit in the tricks exposed. Now, whilst it is easy to place the *number* of the suit held in each of the three unknown hands, it is impossible to name the *value* of the cards held by each. Would it not be just as sensible to offer a prize for the nearest guess at the number of seeds in a pumpkin? What sort of perception is required in a guessing contest?" There was a great surprise in store for "R. L. M." when the correct answer was published, and he found that all the important cards necessary to the best play of the deal by north and south could in fact be located by good whist perception. Another correspondent wished to know whether it was necessary to take American leads as a guide in solving the problem. He was informed that "a problem based on the simplest principles of American leads would not engage the attention of our best analysts. In order to prove interesting, there must be grounds for radical departure from what at first sight might appear the natural order of play. The leads are only one factor in the game of whist; the drop of the cards, whether indicating good or bad play, is a great factor, and there are many other features to tax the vigilance of the student. To succeed he must examine every consideration, and then draw the most rational conclusions." It was also intimated that the only way that south can read north's hand,

in the problem, is by knowing or assuming that north has read south's hand. Another great feature (not mentioned in the analysis) is that south trumps at trick five, in order to get rid of what would prove a superfluous trump and finally lose a trick.

Out of twenty-two answers received in all, only three were correct. These were sent in by John H. Briggs, of St. Paul, Minn.; William Hudson, of the same city; and C. Hatch, of Norwalk, Conn. The latter was awarded the prize, and *Whist*, in giving his solution, commented as follows upon the problem: "This is without exception the finest perception problem that we have ever seen, and was given our readers to illustrate what can be accomplished when there is perfect confidence between partners. Most players, when partner makes an unusual play, are too apt to immediately jump at the conclusion that he is making a mistake. In this case south gave north credit for having a reason for his unusual play; he stopped to infer what that reason might be, and came to the conclusion that such a play on north's part would only be justified by his having the entire command of spades and hearts. He therefore willingly abandoned his own game and played for partner. The result is a remarkably well-played hand." Charles M. Clay paid this tribute to the problem, before the solution was made known: "I consider it the finest problem I have ever seen. Its unusual merit consists, it seems to me, not merely in reading the cards, but in making north and south read each other's plans and strategy. It is whist of the very highest order, and requires a master of the game alike for its conception and its solution. I shall watch with much interest to see how many solve it correctly"

Mr. Hatch's soluti

Tricks.	North.	East.
5		
6	J ♠	3 ♠
7	A ♠	5 ♠
8	K ♠	7 ♠
9	Q ♠	9 ♠
10	♡ A	♡ J
11	♡ K	♡ Q
12	5 ◇	♣ 7
13	4 ◇	♣ Q

Score: N-S, 12;

Trick 1.—West b
with the king of di
ing queen and two b
reads jack, ten, ni
one smaller than th
monds with south,
call for trumps. So
small diamonds with

Trick 2.—East o
with the four of hea
dently not very stro
South plays the ten,
north the deuce.
north with strengt
heart and spade su
that he does not
"call." He infers fr
of the seven that he

Trick 3.—South l
best trump, the ei
west drops the thr
king, and east the fi
of clubs is marked v

Trick 4.—North r
of trumps; east drop
the deuce, and we
eight of hearts. T
seven of clubs are m
hand, and the nin
heart with west. W
two hearts remainin
be bad play to retain
it is evident to him

and, he must play for his
's, and that it will require
another round to clear it.
s marked with four spades.
perceives that if north has
ee of hearts he can read
layer's holdings in that suit,
o determine the number of
held by each.
5.—North leads the three
ts, east plays the six. The
the three of hearts is very
itory to south. It reveals
that north has located all
rts, that east and west have
our spades, south but one,
heart.
what interpretation should
ut on the evident intention
h to force him at this stage
game? Does not north say:
er, abandon any attempt to
in diamonds; play my
accept the force; lead a
which must be my suit, and
ssume the responsibility for
lt."
ther reasoning can justify to
is partner's radical departure
outh's original scheme of
g in his own suit.
g on this conclusion, south
spade, after trumping the
and finds that his partner
he ace, king, queen, jack,
ace, king of hearts. The
ent play is simple. North
e trick with the jack of
and leads successively the
g, queen, and the ace and
hearts, upon which south
s all his diamonds, leaving
t the twelfth trick with
e-jack tenace over east's
and seven of clubs, and
nd south win all the tricks

anent Trump.—See, "De-
Trump," and "National
"

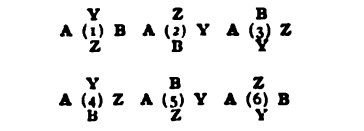
Permutation.—In mathematics, the arrangement of things in every possible order. Permutation has been found useful in whist analysis, in determining the value of certain hands or play. In *Whist* for March, 1897, a writer who signs himself "D. R. W." advocates permutation as a means of settling such questions. He says:

"The careful and conscientious play of open hands, preferably under the supervision of advocates of each side of a controversy, is far more valuable than competitive play or *ex cathedra* opinions. There are many reasons why this paradoxical fact is true. The principal reason is that the margin of gain or loss arising from disputed modes of play is very much smaller than the range in the score due to what Drayson calls 'clerical errors,' and unskillful end play.

"Speaking broadly, the main elements that affect the score of any given hand are the relative distributions of trump strength, plain-suit strength, and tenace strength. If an experimenter systematically alters the positions of three hands of a given deal, so as to distribute these elements in as many different ways as possible with regard to the remaining hand, results derived from that deal are far more reliable, more truly typical of an infinite number of deals, than results derived from the same number of experiments made at random.

"Let A be the hand of the original leader, in an experimental deal, and let Y, B, and Z represent the other three hands. These three hands can occupy six, and only six, positions with relation to one another and to the hand of the original leader. This scheme of six positions or permutations was given in the December number of

Whist, and is here repeated for convenience:



"Mathematicians tell us that any one of these situations is precisely as likely as any other. Note that the three non-leading hands rotate in the direction of the hands of a watch, up to the fourth permutation, when A's adversaries exchange hands, and the rotation takes place as before. Observing this facilitates the use of the method.

"Suppose two whist books are to be compared. The investigator 'crams' on the two books till he feels competent to play each system, emphasizing in his mind the points of difference between the authors. He deals a pack of cards into four open hands, makes A and his partner play first one system and then the other, carefully and conscientiously, according to the development, the adversaries alternating with the rival system. He records the tricks gained by A and his partner under each system, rotates the three non-leading hands into the position indicated by the second permutation above, plays the hands twice as before, and so on, until the twelve trials are completed. These experiments are to be repeated with other shufflings until one system of play shows itself a sure gainer. Permutational trials would ordinarily be convincing, whereas the same number or a much larger number of unsystematic trials would be merely persuasive at best. At any crucial point where two modes of play require a different card to be played, from any given hand, the greater efficacy of one card over the other is us made too prominent, or not pr nent enough, by reason of accidental peculiarity of stre or weakness in the hand of pa or adversary. When the hanc partner and adversaries are to occupy all possible relatio one another, the difficulty is imized.

"The twelve trials necessa 'permute' an ordinary hand about two hours. Permutatu a practical arbitrator of great v and will solve almost any disp point of play, not only in w but also in any other scientific game."

Commenting on the above, Foster, the well-known whist pert and author, makes the lowing discouraging comm "In his suggestions for perm whist hands, in order to an them, 'D. R. W.' entirely looks a very important f in the result, the turn-up tr There is nothing new about idea, as he will find if he turn to page 120 of my 'W Strategy,' in which I give result of my permutation of forty illustrative hands in 'Ca dish.' That was done in eight years ago. I have since fc such permutation of no use general purposes, because it be about positions which are no accord with mathematical exp tion. If it were the dealer's that remained untouched, and three others that were perm there might be something i but your correspondent over the fact that the moment he prives the dealer of his tur trump, or, what amounts to same thing, gives his entire to some other player, he upset the conditions governing the inal lead.

s well-known that the aver-
tribution of the trumps is
r each of the non-dealers,
20 for the dealer. But if
ds are permuted, the orig-
der, A, instead of having to
r the advisability of leading
player that will hold an
of 3.820 trumps will be
up to an average of 3.166
the dealer's hand is given
Y two-thirds of the time."
is "D. R. W." issues a re-
in *Whist* (July, 1897), in
he disclaims that his idea
ended to be advanced as
d then proceeds to maintain
tion as follows: "It is easy
two whist books, or two
oles of play, and allow for
ning of a trump. This al-
is a special application of
hod, and is made by mere-
g A the dealer instead of
inal leader, letting him re-
e dealer's hand and the
during the experiment,
ays leading originally from
l at A's left. * * * The
tee on system of play are
ully assured that there is
n it than in competitive
jawbone,' and guess com-
f the experiments be jointly
advocates of two substan-
fferent systems of play, be-
ir-minded referee."

nal Skill.—See, "Skill."

.—See, "Trump Signal."

borough, Lord.—A famous
r, whose losses at whist, on
n night in the year 1810,
abouts, are popularly said
given rise to short whist.
ident occurred in one of
hionable English clubs.
eterborough had suffered
k and lost a large sum of
money. The hour was late, but in order to give the loser an opportunity to recoup himself (or, perhaps, to lose still quicker), it was proposed to cut the game down from ten to five points. The result was so gratifying, although we are not informed to which side, that short whist was born then and there, and soon spread with amazing rapidity.

We are not informed how Lord Peterborough personally was pleased with the new game, since, because of the dimidiating process, he might have been deprived of his guineas more speedily than before; but it matters not. So that money changed hands rapidly, the Englishmen were delighted.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Pettes, George W.—The leader of what was by him named the "American" school of whist, which had many followers up to the time when Trist and "Cavendish" introduced American leads, whereupon the "Cavendish" school became the American school of play. Mr. Pettes himself accepted the American leads, but insisted upon retaining certain modifications peculiar to himself, as follows: Leading the ace also from ace, queen, ten, nine, and from ace, jack, ten, nine; leading queen from queen, jack, and two below the seven, and from queen, jack, nine, and two or more; leading jack from jack, ten, nine, and one or more, and from jack, ten, and two small; leading the ten from ace, king, queen, jack, ten; from king, queen, jack, ten, and one or more, and from king, jack, ten, and one or more; treating the nine as a high card, and leading it from king, jack, nine, with or without others (excepting ace and queen). All of these have since fallen into disuse.

George William Pettes was born in Providence, R. I., August 8,

1821, and was the only son of Dr. Joseph Bass and Susan (Lawrence) Pettes. Under the instruction of Principal Hartshorn, head of one of the noted schools of the city, he was fitted for Brown University, which he entered two years in advance of his class. About this time a temporary trouble with his eyesight obliged him to relinquish his studies, but the cultivation of his inherited literary tastes and gifts did not end with his college days. He entered business life for a time, but not finding it congenial he applied himself to literature and journalism. He was at different times connected, editorially and otherwise, with the Boston dailies, and was also a frequent contributor to other journals in New England and the West. His first engagement was with the *Daily Bee*, a leading paper of Boston at that time, and he served as its editor for a number of years. At the age of forty he had attained considerable celebrity, and entered the lecture field. He was considered a graceful poet and pleasant speaker. In 1878 he was back at newspaper work, as an editorial writer on the staff of the Boston *Daily Advertiser*. On retiring from that paper he resumed the quiet literary life for which he so much longed, and continued his favorite study of whist. As a result he published in October, 1880 the first original book on whist written by an American author. It was called "American Whist," and eight editions of it, all told, of various sizes, have been issued. His next work, "Whist Universal," appeared in August, 188-, and ran through four editions. Then came "American Whist Illustrated," in 1890, of which ten editions have been published. Of "Whist in Diagrams," which appeared in 1891, we are informed, but one edition was sold. As can rea seen from the above enume Mr. Pettes, by means of his exerted a widespread influe the game in this country, an was supplemented by his w in the daily press, in which the first to establish a regula department. He edited su partments in the Boston *A* Boston *Transcript*, and C *Inter-Ocean*. He did not si full name to his articles, nor books, using his initials, " P.," which thus became a s *nom de plume*.

Although standing on ground and maintaining viev sidered rather arbitrary by m his critics, Mr. Pettes was, p ally, a genial, large-hearte companionable man. His occurred suddenly on Mar 1892, and was due to heart d His last article on whist, for the Chicago *Inter-Ocea* received at the office of that a few hours before the teleg announcement of his decease

Whether discussing financial t his favorite pastime, whist, he ways interesting. He was best for his intelligent and judicious sion of this noblest of all games is suggestive of English drawing and for a long time the authorita game were English. The idea of a tively American whist would hav scouted and sneered at, much as Smith sneered at American ba within a few years there has m come to be an American whist, bu gradually arrived at the honor c conceded by the best whist-player rope, as well as our own country decided improvement upon any o man in America did more to mak popular than the late George W —*Chicago Inter-Ocean, March, 18*

Mr Pettes was the most valu writer on the game, and largely the popularity it now enjoys. Po of wonderful diction, his writings with the brilliance of genius an applause, while riveting the atten thinking minds. He was a vigor troversialist, with an ability to g

ırd knocks that, provoking the ion of those who differed with deared him to his friends. * * * r defective his methods may have : believed he was right, and, be- so, defended his position with all or of a master mind. A thinker , his incisive logic, ready wit, and t sarcasm stimulated to thought, nore when he could not convince; this American whist men owe undying debt of gratitude.—*M. Paine* [*L. A.*], *Whist, April,*

s devoted to the game in all of the esources it contains, and would o middle ground, no trifling with ersion of its resources for mere pastime. He was inflexible in ard, and in his views of the proper stem, and, in many cases, he es- clubs and players through his ing will upon points at issue. But gards he was sincere in his views, all times prepared to maintain His system is logical and defensi- it is considered unnecessarily de- too minutely elaborated, and e unnecessarily intricate, by the better rank players. Mr. Pettes nself a strong player, but a r whist analyst. His analyses of nal hands and plays, or in fact hist play, coup, or situation, were y and very rarely at fault, even here was partisan controversy. His strong personality and posi- marked all of his current writ- d he neither favored friend nor pponent, and he was ready at all do battle for his favorite theo- is very antagonisms have done a al to build up and unify whist in- hrough the discussions they have * * * In his personal rela- r. Pettes was very genial and com- ble. He spent a week here in mer of 1890 at Paxinosa Inn, and t played there between him and ner, George W. Parker, and the players is a matter of record. ere frequent sittings, too, before rwards, between them in Boston. itions between Mr. Pettes and the players were always cordial, and eetings were looked forward to itual pleasure.—*C. S. Boutcher* [*L. ston Free Press, March 19, 1892.*

ery much to be regretted that so vriter as Mr Pettes should have out with a false principle, and ave spent ten years and four vol- uilding upon a bad foundation. ory of whist was that the mere g or losing of the tricks was quite rtant, and that the manner in ie cards were played, the informa- tion conveyed by their fall, and the ability of a player to distinguish the position of the trey from the location of the deuce, went to make up the highest order of whist. Winning or losing had nothing to do with it; yet his universal penalty for any infraction of the rules was the loss of a point. A careful study of his published works, and the whist column he edited for two years in the Boston *Herald*, forces one to the conclusion that Mr. Pettes was one of the most self-deceived men that ever took up the pen as a writer on the game. He was a worshiper of Deschapelles, and published hands alleged to have been played by him in which the French master was made to use American leads, although he died forty years before they were invented. He was a great admirer of Trist, but, strange to say, bitterly opposed to "Cavendish." His whist gods were number-showing leads, plain-suit echoes, unblocking, fantastic finesses, and extraordinary coups and underplays. No better indication of his whist views can be given than the fact that he did everything in his power to discourage duplicate, because that form of the game was based on the principle that with equal cards the winners of the most tricks were considered the better players. This Pettes would never admit. He insisted that two men might play their cards so beautifully as to stamp them as whist geniuses of the highest order, and yet lose twenty or thirty tricks in forty-eight hands. He claimed the only test of whist ability was to submit the recorded play to an expert for judgment, and he naively added that he was the only person living capable of rendering such judgment. And let it be said to his credit that he preached what he practiced, for during the entire existence of the Deschapelles Club, which he organized in Boston, and of which he was the leading spirit, he always had the lowest score, although he played the best whist.—*R. F. Foster* [*S. O.*], *Monthly Illustrator, 1897.*

Phenomenal Hands.—When we remember that there is one chance out of 158,750,000,000 that the dealer may hold thirteen trumps in a hand at whist, and that the chance of each of the other three players also holding thirteen cards of a suit is much more remote, the following certificate becomes a most interesting document:

BROOKLYN, June 25, 1894.

This is to certify that in a game of whist played between the four gentlemen below named, at the Montauk Club, of Brooklyn,

on Monday evening, June 25, 1894, Mr. Anderson dealt the cards from a well-shuffled pack, turned the trey of spades, dealt Mr. Young thirteen hearts, Mr. Lyles thirteen clubs, Mr. Hodenpyl thirteen diamonds, and himself twelve spades.

[Signed] THEODORE D. ANDERSON,
JAMES E. YOUNG,
J. H. LYLES,
A. J. G. HODENPYL.

Witnesses: J. M. Rider, W. Stratton, M. D., W. P. Callaghan, George A. LaVie.

It is asserted that a hand of this kind was also dealt at the United Service Club, at Calcutta, India, in January (some accounts have it February), 1888. Those at the table were Mr. Justice Norris and three physicians, and the occurrence was duly vouched for by all present.

W. P. Courtney, in his "English Whist and Whist-Players," tells of a Mrs. Sperme, an English lady, residing at Naples, who dealt herself thirteen trumps, and was terror-stricken lest she should be accused of cheating. Another instance of thirteen trumps being dealt was recorded in *Bell's Life*, London, during February, 1863. Still another in the *Westminster Papers* for December, 1873.

Phenomenal hands at whist are not confined to the above kind, however. Some are extraordinary for their poorness, and in order to see just how far luck runs that way, *Whist*, in November, 1892, offered a prize of twenty-five dollars to the person having, during actual play, been dealt the lowest possible hand, or Yarborough. By this was understood the lowest four cards of one suit, and the lowest three cards of each of the other suits. The offer of the prize held good for a year, but no one was able to lay claim to it.

J. J. Shea, of Council Bluffs, Iowa, in *Whist* for November, 1897, gives the following as an illustration of the doctrine of chance: "Twelve deals were had, the cards regu shuffled, cut and dealt; the tu trump in eight hands was the d of hearts, and in the ninth the of the same suit. The gentle present were Messrs. Binkley Wilbur, of the Omaha Club, Waterman and the writer, of Council Bluffs Club." He fu declares that, at the Omaha on Wednesday evening, Sep ber 29, 1897, a hand was dea which each player held a com sequence from ace to deuce, i four suits. North dealt and tu the three of diamonds. The d bution, which is so very remark that it almost seems pre-arran was as follows:

WEST.	NORTH.
♠ 3, 7, J.	♠ 4, 8, Q.
♡ 4, 8, Q.	♡ A, K, 9, 5.
♣ A, K, 9, 5.	♣ 2, 6, 10.
♢ 2, 6, 10.	♢ 3, 7, J.
EAST.	**SOUTH.**
♠ A, K, 9, 5.	♠ 2, 6, 10.
♡ 2, 6, 10.	♡ 3, 7, J.
♣ 3, 7, J.	♣ 4, 8, Q.
♢ 4, 8, Q.	♢ A, K, 9, 5.

At the Union Club of Boulo France, some years ago, the d dealt the twenty-six red card himself and partner, and all black cards to their opponents.

N. B. Trist stated, in 1895, Mrs. John B. Donally, of Orleans, had performed the feat of taking all thirteen t of a deal with her own hand, game played in that city. Th most remarkable, as it is se that a slam is made without help from partner.

W. P. Courtney relates that, one occasion, his partner, at Reform Club, London, held bu trump each time in three h in succession, and each time

was a nine. (See, also, : of Cumberland's Famous ' "Vienna Coup," and "Yar-h.")

g the numerous letters which I about whist, instances of unusual tion of cards are not infrequent; xample, that A dealt himself thir-imps; or had three consecutive ithout a trump; or that B and C he trumps between them. These are generally accompanied by a ion to publish the facts (which authenticated), or by the ques-ether such a case ever happened and sometimes by a request to e the odds against such an occur-The obvious reply is that one hand or combination is no more ble than another, and that curi-ds, which illustrate no principle are not worth the trouble of cal-.—"*Cavendish*" [*L. A.*], "*Card-ilk.*"

ıdelphia Cup.—A massive oving-cup presented to the ı's Whist League by Mrs. Price Wetherill, of Philadel-It is the championship pair of the League, to be com-or at each annual congress, der the rules it becomes the ient property of any pair of players who win it three It was offered for competi-the first congress, in Phila-, April, 1897, and was at ne won by Mrs. Bradt and ichardson, of the Cavendish f Boston.

ısophical Game.—A term plied to whist by William his "Philosophy of Whist;" dern scientific game (*q. v.*).

ıno Hand."—A hand at which is easily played and in a duplicate match, to pro-ıe same score at each table; which presents no opportu-or exceptional or brilliant at runs its course smoothly nd.

At this style of game [supporting-card leads] "piano hands"—another name for excessive dullness and waste of time—are much less numerous than under the long-suit routine.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

"Pickwick" at Whist.—It was "sick whist" (to quote Charles Lamb's phrase) which the immortal *Mr. Pickwick* played at Dingley Dell, with old *Mrs. Wardle* for his partner (see, "Old-Fashioned Whist-Party"); but it was a very different kind of whist that he experienced at the hands of *Lady Snuphanuph*, *Mrs. Colonel Wugsby*, and *Miss Bolo*, "three thorough-paced female card-players," who engaged him in a rubber in the assembly rooms at Bath. They were so desperately sharp that they quite frightened him. If he played a wrong card, *Miss Bolo* looked a small armory of daggers. If he stopped to consider which was the right one, *Lady Snuphanuph* would throw herself back in her chair and smile, with a mingled glance of impatience and pity, to *Mrs. Colonel Wugsby*, at which *Mrs. Colonel Wugsby* would shrug up her shoulders and cough, as much as to say she wondered whether he would ever begin. Then at the end of every hand *Miss Bolo* would inquire, with a dismal countenance and a reproachful sigh, why *Mr. Pickwick* had not returned that diamond, or led the club, or roughed the spade, or finessed the heart, or led through the honor, or brought out the ace, or played up to the king.

In reply to all these grave questions the harassed *Pickwick* could find no adequate explanation. The incidents of the game had vanished from his mind, and he was all at sea. Some of the company came over and looked over his hands, and their observations only made matters worse.

The cards went against him. He played badly, "and when they left off, at ten minutes past eleven, *Miss Bolo* rose from the table considerably agitated, and went straight home in a flood of tears and a sedan-chair." *Mr. Pickwick* retired to his hotel, and "soothed his feelings with something hot."

"Piping at Whist."—A dishonest practice at whist which was in vogue in the early history of the game, when it was a tavern game. Seymour describes it as follows, in 1734: "By piping I mean when one of the company that does not play (which frequently happens) sits down in a convenient place to smoke a pipe, and so look on, pretending to amuse himself that way. Now the disposing of his fingers on the pipe, while smoking, discovers the principal cards that are in the person's hands he overlooks."

There is no sounder principle going than that it is generally desirable to acquaint your partner with the state of your hand, but it neither follows that you should place it face upwards on the table, nor avail yourself of those extensions known to Hoyle as "piping at whist."—*"Pembridge"* [*L. O.*], *"Decline and Fall of Whist."*

Pitt Coup.—A coup by means of which a player places himself in a position to lead through the left-hand adversary in a suit in which his partner holds a major tenace over a minor tenace in the hand of the left-hand adversary. It has been named the Pitt coup under a curious misapprehension. The situation was first used as an illustration of play, by Mathews, in his "Advice to the Young Whist Player." An anonymous French writer borrowed it in 1855, and designated the players as Pitt and Burke, partners, against Fox and Sheridan, instead of the A–C, B–D used by Mathews. Abraham Hayward, in his article on "Whist and Whist-Players," quoted from Frenchman, retaining the la nomenclature, and from Hay the coup found its way again the *Westminster Papers*, Fo "Whist Strategy," etc. It thus be seen that Pitt had not whatever to do with the play. position of the hands, after ninth trick, was this (hearts tru

West.	North.
♠ 8, 7.	♠ —
♡ 7, 4.	♡ 8, 6.
♣ —	♣ K, 2.
◇ —	◇ —
East.	**South.**
♠ K, Q.	♠ —
♡ 5, 3.	♡ A, 2.
♣ —	♣ 6, 7.
◇ —	◇ —

West, at trick ten, led the e of spades; north (Burke) disca a club, and South (Pitt) trum with the ace and then led the thereby giving the lead to his ner, who took the rest.

Placing Cards.—To place cards is for each player to d and place before him the played to a trick, in order to some careless or unobser player how they were played, what will be necessary for hi do in order to play correctly. ("Draw of Cards.")

To place the cards also mea name or locate cards held i hands after certain rounds, ba the effort upon the knowledge tained by the fall of the c This is a regular feature of "S Whist" (*q. v.*). (See, also, "ception Problems.")

If you have omitted to notice how cards fell to a trick' ask that they placed.—*James Clay* [*L. O.*].

During the correspondence tourn prize was offered to the player who c correctly place the greatest numbe

ds remaining in the three other after the ninth trick. Each com- had two or three weeks in which r the situation. Seven out of the tried it. As they each held eight hands, they submitted s of 196 endings. In sixteen of very card was correctly placed. In ll but one. In twenty-two, all but n twelve, all but three, In twen- all but four. In twenty-one, all ; and in the remainder, half or re rightly located; in some cases ngle card being named in its ac- ition. The player who won the Ir. C. M. Clay, the celebrated com- of whist perception problems, 73 per cent. correctly; named the it, but was unable to give the ex- of thirty; gave right suit, but size, of forty; and was wrong, to size and suit, in only seventeen. *Foster* [*S. O.*], "*Whist Tactics.*"

ing the Lead.—See, "Throw- e Lead."

n Suit.—Any suit which is ump. The best or long plain the suit which players of the nit game try to establish and in, and which they, as a rule, irst, or lead from originally. eads from plain suits differ hose in trumps in some im- t particulars, for the reason igh cards in trumps, if held cannot be taken away, as in plain suits they may be ed.

enerally best to lead plain suits as when adversaries' trumps are ted, or if all the trumps are out, a re-entry card.—*Kate Wheelock* "*Whist Rules.*"

n-Suit Echo.—An echo by of which strength is indi- in a plain suit. It is made ying third best on partner's al lead; second best on sec- ound; best on third round, taining the lowest until last. players restrict the use of this o four cards exactly, but gen- it means four or more in suit. also object to calling it an echo, claiming that "unblocking" is the better term. This seemed to have weight with "Cavendish," who, in first announcing it, in 1885, named his book "Whist Developments, American Leads, and the Plain-Suit Echo," but changed the title in later editions to "Unblocking Game." (See, "Unblocking.") "No one," he remarks in a recent letter, "ever said, 'I plain-suit echoed;' always, 'I unblocked.'"

The "four signal" (*q. v.*), by which the possession of four trumps is shown, without asking that they be led, is made in a somewhat similar manner to the above. The two conventions are confusing, except in case trumps are exhausted and the player cannot possibly be referring to trumps.

The "plain-suit echo" and the "four signal" cannot co-exist; they conflict, and the play of one neutralizes the other.—*C. S. Boulcher* [*L. A.*], "*Whist Sketches.*"

The value of this echo is much disputed, and the adversaries can usually render it ineffective by holding up small cards, a practice very much in vogue with advanced players.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Plain-Suit Signal.—A conventional play by which a player shows strength in, and asks his partner to lead, a plain suit, the same as he would request the lead of trumps. It is only made when partner cannot possibly mistake it for a trump signal — as, for instance, when trumps are out, or are being led by the opponents, or have been signaled for by yourself, or refused, etc. The plain-suit signal is made in the same manner as the trump signal, by playing upon a lead an unnecessarily high card followed by a lower one. A variety of usage has crept in in regard to this signal. Some players reverse the meaning, declare weakness, and request part-

ner to change the suit. Some give it one meaning when made on partner's lead, and another when made on the lead of the adversaries.

The writer believes it wisest to make the play [of the plain-suit signal] always show strength.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Plain Suits, Choice of.—When the hand contains more than one plain suit, the question, which should be originally opened? is sometimes very embarrassing, and always very important. Milton C. Work gives the following table of four-card plain-suit leads in the order of choice:

Ace, king, queen, jack.
Ace, king, queen, and one other.
King, queen, jack, and one other.
Queen, jack, ten, and one other.
Ace, king, and two others.
Ace, queen, jack, ten.
King, queen, ten, and one other.
Ace, queen, jack, and one other.
Queen, jack, and two others.
Ace, jack, and two others.
Ace and three others.
King, jack, ten, and one other.
Ace, queen, and two others.
King, jack, and two others.
Ace, queen, ten, and one other.
King, ten, and two others.
Queen, ten, and two others.
King, queen, and two others.
King and three others.
Queen and three others.
Jack and three others.
Ten and three others.
Nine and three others, etc.

Play.—To play at whist is to take one card after another from the hand and place it upon the table, as required in leading, following, trumping, or discarding. Good or bad play depends upon the ability of the player in playing his cards to the best advantage. All mannerisms should be avoided in play. The cards should not
played too fast, nor too slow, bu
the same deliberate, careful
throughout—a trait that was m
admired in James Clay and o
great players.

The man who plays with equally
consideration the low card or the
one, in its proper turn, secures the
opinion of the whole table.—*A. J.*
tosh [*L. A.*], "*Modern Whist.*"

Play slowly (but do not hesitate),
you may be able to watch closely, d
allow a trick to be turned without k
ing the card each person played.—
Wheelock [*L. A.*], "*Whist Rules.*"

No rule of play can be devised that
not, under certain conditions, occa
loss; hence our whist lawgivers are
strained to admit that "bad play"
frequently win where "good play"
lose. If bad play generally won it w
by virtue of its success, be adopte
good play; the test, therefore, of
play is whether it will generally w
Eugene S. Elliott [*L. A.*], *Whist,*
1893.

Play, Lines of.—The plan
tactics followed out in the play
a hand, depending upon its pec
arity, strength, or weakness,
influenced also to a certain ex
by the condition of partner's ha
or those of the adversaries.

Whist-playing may be generally div
into three sorts: Beginner's whist,
whist, and refined whist. In the first
cards are played according to suit, a
few book rules are blindly applied, in
second, there is rational play and def
aim; in the third, the play is highly s
ful, being based on deep study and t
ough knowledge of intricacies.—"*A*
rius" [*L. O.*], "*The Hands at Whist.*"

Played Cards.—Cards that h
been played, and are no lon
held in the hand. In the Engl
game, eight played cards may
seen at any one time during
progress of the play—four on
table not yet turned and quitt
and the last trick which has b
turned. In the American ga
only the four cards on the ta
may be seen, before they have b

and quitted. A trick once and quitted cannot be ex- l until the hand has been out.

ers, Kinds of.—The two ›al kinds of whist-players are ›d players and the bad play- ›eneral A. W. Drayson, in ›endix to the fourth edition "Art of Practical Whist," ıg the changes on the inter- types in a most amusing r, and makes out twenty-six t classes. "A very long ex- :e of whist and whist-players ious parts of the world," :, "has caused me to come to ıclusion that men with pecu- pes of mind exist in every y, and these men are mere ions of each other. In the g plains of India, or amidst ›ws of Canada, we find indi- ;, who have never met and ever heard of each other, ıen they join in a rubber .ist they will commit ex- ıe same mistakes, will make or word the same excuses, delicate points in the game in the same manner. The ›on of similar proceedings duced me to group whist- under various heads, and, areful consideration, I can- ›ide them into fewer than -six classes. Each class has cialty, some individuals be- to two or three of these." l Drayson's classification is ws:

ıe old-fashioned player.
ıe young player.
ıe player who never read a n whist.
ıe book player.
ıe player who only plays for nent.
ıe crafty player.
ıe great card-holder.
8. The unlucky player.
9. The whist authority.
10. The excitable player.
11. The too deliberate player.
12. The man who won't learn.
13. The man with a bad memory.
14. The mean player.
15. The man who takes his pound of flesh.
16. The unobservant player.
17. The litigious player.
18. The good bad player.
19. The bad good player.
20. The man with the preoccupied mind.
21. The popular player.
22. The unpopular player.
23. The undependable player.
24. The superstitious player.
25. The selfish player.
26. The inspired player.

Playing at Playing Whist.—A kind of play indulged in by those who do not understand the game of whist, but imagine they do; bumblepuppy (*q. v.*).

"Cavendish," in his "Card Essays," gives us the story of "The Duffer Maxims," and some anecdotical matter of an amusing nature about the *talkers*. By way of appendix to sober instruction, we have thought to introduce the conversation *verbatim* during a single hand of four persons seated for the purpose of "playing whist," as each of them called the performance—literally, however, a rollicking exhibition that should be named playing at playing whist.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

Playing Cards.—Cards used in playing whist and other games. (See, "Card.")

Playing for the Odd Trick.—Playing for the trick or point that may be necessary to win or save the game; playing a cautious and mainly defensive game, in which you are satisfied to win by a small margin, instead of playing a great game to make a big score.

The other method ["playing for the odd trick"] comprises the tactics of weakness (concealment, artifice, deception). Hereunder comes the taking advantage of position, the most common instances of which grow out of holding in one hand the best and third-best cards unplayed of the suit led (the second best being in another hand), and kindred situations.—*Emery Boardman* [*L + A.*], "*Winning Whist.*"

Playing Out of Turn.—An error at whist, which consists in placing a card upon the table before it is your turn to do so.

If the third hand plays before the second, the fourth hand also may play before the second.

If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or, if he has none, to trump or not to trump the trick.—*Laws of Whist* (*American Code*), *Sections 25 and 26.* (See, also, "Error, Cards Played in.")

"Playing Pictures."—Playing the high cards in a hand as soon as possible, for the sake of making tricks, without reference to the science of the game—a failing which novices frequently betray. It also is a branch of bumblepuppy (*q. v.*).

The above must not be confounded with the high-card game, which forms part of the Howell (short-suit) system, which is played with method, and does not consist in "playing pictures" from all suits at random.

I remember to have said: "Why, then, it seems my partner and I haven't been playing whist at all," to which I received reply: "No, sir, you have been playing pictures."—*G. W. Pittes* [*L. A. P.*], "*American Whist Illustrated.*"

Playing the Game.—Taking the offensive and making as many tricks as possible out of a strong hand, instead of playing cautiously, as for the odd trick.

To try to obtain a great score is playing the game.—*Westminster Papers* [*L+O.*].

Playing to the Score.—T into consideration at every the state of the score, and sh your game accordingly; as, f stance, in playing for the odd This is especially necessary i English five-point game, b American (seven-point) whist out honors the state of the except toward the close o game, is not so important players generally try to ma many tricks as possible o their hands, especially at dup whist, in which points, an games, are played for.

The present writer lays down th relation of the scores is the guide f early lead of trumps, and that pla the score is of fundamental impor and receives the first considerati game treated of being English o point whist, with honors].—*Dawes* [*L. A.*], "*Modern Whist.*"

In the American game this is a k It is a rare thing to see any one p slightest attention to the score, or any consequent alteration in his unless he has had considerable e ence at the English game. The u approach to it is leading trumps wh score is four to nothing against yo *F. Foster* [*S. O.*], "*Whist Strategy.*"

This method [playing for points] merits, no doubt; being the onl adapted to duplicate play. But it al its defects, and for the true lover game, its (comparatively speakin varied and colorless style of play c compare with the ever-changing de made upon his skill and judgment playing to the score.—*William S losa* [*L. A.*], *Whist, June, 1892.*

When the play is short whist, it c that constant regard he had to the which can so easily be affected t benefit of the party who is at one or * * * The same cards held by a whist player, if held by an Am player, would be very differently p yet the principle of the law of lead in any wise changed.—*G. W. Pittes P.*], "*American Whist Illustrated.*"

Playing Two Cards to Trick.—If a player plays two c to the same trick, and the err discovered before the han played out, the English code tion 70) provides that the card

ed. If not discovered un-
ıand is played out, the
ı error is liable to all re-
ıade in consequence. By
:rican code (section 19),
rsaries, on discovering the
ıy have a new deal, or play
l out without taking into
the missing card.

:dgar Allan, on Whist.—
:inating tale of the "Mur-
the Rue Morgue," Edgar
e pronounces a remarkable
pon whist. It is remark-
.use it shows a keen insight
finer qualities which go to
a great player, and at the
:e betrays the fact that the
ad either no practical ac-
ce with the game, or played
sons who would hardly be
/hist-players to-day. If
/ed whist legitimately, no
would be able to draw any
onderful inferences which
ions from their looks or
monstrations at the table.
uld needs be very clever
nists to enable any one to
)m their actions the con-
their hands, after one or
ds. Notwithstanding these
he passage is worth read-
we give it herewith:

st has long been noted for
·nce upon what is termed
lating power, and men of
est order of intellect have
)wn to take an apparently
ıtable delight in it, while
g chess as frivolous. Be-
ubt there is nothing of a
ıature so greatly tasking
ty of analysis. The best
yer in Christendom *may*
tle more than the best
chess; but proficiency in
plies capacity for success
)se more important under-
vhere mind struggles with
mind. When I say proficiency, I mean that perfection in the game which includes a comprehension of *all* the sources whence legitimate advantage may be derived. These are not only manifold, but multiform, and lie frequently among recesses of thought altogether inaccessible to the ordinary understanding. To observe attentively is to remember distinctly; and, so far, the concentrative chess-player will do very well at whist; while the rules of Hoyle (themselves based upon the mere mechanism of the game) are sufficiently and generally comprehensible. Thus, to have a retentive memory, and to proceed by 'the book,' are points commonly regarded as the sum total of good playing. But it is in matters beyond the limits of mere rule that the skill of the analyst is evinced. He makes in silence a host of observations and inferences. So, perhaps, do his companions; and the difference in the extent of the information obtained lies not so much in the validity of the inference as in the quality of the observation. The necessary knowledge is that of *what* to observe. Our player confines himself not at all; nor, because the game is the object, does he reject deductions from things external to the game. He examines the countenance of his partner, comparing it carefully with that of each of his opponents. He considers the mode of assorting the cards in each hand; often counting trump by trump and honor by honor, through the glances bestowed by their holders upon each. He notes every variation of face as the play progresses, gathering a fund of thought from the differences in the expression of certainty, of surprise, of triumph, or chagrin. From the manner of gathering up a trick he judges

whether the person taking it can make another in the suit. He recognizes what is played through feint, by the air with which it is thrown upon the table. A casual or inadvertent word; the accidental dropping or turning of a card, with the accompanying anxiety or carelessness in regard to its concealment; the counting of the tricks, with the order of their arrangement; embarrassment, hesitation, eagerness or trepidation, all afford, to his apparently intuitive perception, indications of the true state of affairs. The first two or three rounds having been played, he is in full possession of the contents of each hand, and thenceforward puts down his cards with as absolute a precision of purpose as if the rest of the party had turned outward the faces of their own. The analytic power should not be confounded with simple ingenuity; for while the analyst is necessarily ingenious, the ingenious man is often remarkably incapable of analysis. The constructive or combining power by which the ingenuity is usually manifested, and to which the phrenologists (I believe erroneously) have assigned a separate organ, supposing it a primitive faculty, has been so frequently seen in those whose intellect bordered otherwise upon idiocy, as to have attracted general observation among writers on morals. Between ingenuity and the analytic ability there exists a difference far greater, indeed, than that between the fancy and the imagination, but of a character very strictly analogous. It will be found, in fact, that the ingenious are always fanciful, and the truly imaginative never otherwise than analytic."

Poems on Whist.—Many clever, and some really good, poems have been written on the noble game games since the early and an tious effort of Alexander Thom was first given to the world in 1 It was an epic, in twelve can and opened with the follow "Invocation to Hoyle:"

Whist, then, delightful whist, my th shall be
And first I'll try to trace its pedigree
And show what sage and comprehen mind
Gave to the world a pleasure so refin
Then shall the verse its various display,
Which bear from ev'ry game the away,
And, last of all, those rules and max tell
Which give the envied pow'r to p well
But first (for such the mode) some tu shade
Must be invok'd the vent'rous mus aid.

* * * * * *

What pow'r so well can aid her da toil
As the bright spirit of immortal H
By whose enlighten'd efforts whist came
A sober, serious, scientific game

* * * * * *

Come, then, my friend, my teacher my guide,
Where thy shadowy ghost may reside
Perhaps (for nature ev'ry change
Nor even with death our ruling dies
With fond regret it hovers still
Around the tempting boards green
Still with delight its fav'rite game gards
And, tho' it plays no more cards,
Come then, thou glory of Britannia
On this attempt propitious
Let all thy skill th' unerring
And all thy zeal my rapture

Besides Thomson's lengthy somewhat laborious lines have come down to us many happy allusions to the game the poets who wrote shortly its birth, and had Hoyle lived. Shakespeare's time there can doubt that the works of that

tal bard would have contained
e real instead of imaginary ref-
ıces to it. (See "Shakespeare
Whist.") Crabbe thus de-
bes a meeting of ardent whist-
'ers:

sed, the fresh packs on cloth of green
they see,
, seizing, handle with preluding glee.
r draw, they sit, they shuffle, cut, and
deal,
friends assembled, but like foes to
feel.

raed gives, in almost as few
s, a pleasant picture of a whist-
'er of the old school:

ıd was his claret and his head;
ırm was his double-ale and feelings;
artners at the whist club said
at he was faultless in his dealings;
ut the fiercest quarrels short
th, "Patience, gentlemen, and shuf-
fle."

yron's line, in "Don Juan,"

owes to Homer what whist owes to
Hoyle,

ıt a line, but an immortal one,
vithstanding the fact that some
ıirers of Hoyle do not agree
ı the poet, and claim that whist
s much more to Hoyle. There
others again who think Byron
: Hoyle too much credit. That
the opinion of the late G. W.
es, for instance. But to come
n to our own day. We find a
l thing on whist among the
ings of the late George T. Lani-
, the humorist, whose fun bub-
over in "Fables from the
ld," and in many fugitive pieces
erse which it seems a pity no
has ever collected in book
ı. His poem on whist is enti-
"My Partner," and runs as
ows:

, when I've strength in clubs dis-
played,
es on the trumps a sweeping raid,
leads me up a little spade?—
My Partner.

When five trumps in his hand there be,
Who climbs a doubtful card p. d.
Q., but aye forces me with three?—
My Partner.

Who, when he has no trumps to play,
Smiles in a calm exultant way,
And drops a four, and then a trey?—
My Partner.

When foemen hold trumps two and three,
Who swings four honors at poor me,
And then asks what the trumps may be?—
My Partner.

Who at the tide of our affairs
Commanding two suits helpless glares,
Now holds out mine, and discards
theirs?—
My Partner.

Who, when I've toiled the game to win,
And am succeeding, with a grin
Trumps my long suit and brings his in?—
My Partner.

When I hold seven trumps or eight
And ace-king in each suit, elate,
Makes a misdeal as sure as fate?—
My Partner.

Who, when we've just squeezed out the
odd,
Instead of four by cards, unawed,
Cries, "Pard, we scooped 'em then!" The
fraud!
My Partner.

The best thing on whist in a serious vein that we have met with in late years is the very brief but memory-haunting poem by Eugene Ware, entitled "A Game of Whist." We give it a welcome here:

Life is a game of whist. From unseen
sources
The cards are shuffled and the hands
are dealt;
Blind are our efforts to control the forces
That, though unseen, are no less
strongly felt.

I do not like the way the cards are shuf-
fled;
But still I like the game and want to
play.
Thus through the long, long night will I,
unruffled,
Play what I get until the break of day.

It is plainly imitated in the following verses, entitled "Life's Whist," by Edith Keeley Stockley,

which we also take pleasure in reproducing, if only for the sake of the compliment to Mr. Ware:

I hold a scattered hand in black and red,
An humble lot—save for a lonely king
Who, luckless wight, will straightway lose his head.
Nor ace nor trump is here to 'venge the deed;
Yet, soft—my partner may enforcement bring!
I'll make no sign, but boldly take the lead—
For this is whist.

You hold a hand you do not like, perchance,
In this great game called Life—nor trump, nor ace,
Nor merry knight to break a gleaming lance.
Yet courage still—behind your partner's mask
May gleam the merry smiles of Fortune's face;
Success at last may take "Faint Heart" to task
In this—Life's whist.

Among the many bright contributors who have enlivened the pages of *Whist*, and helped to make it so popular with lovers of the game all over the world, are some who also possess the gift of poesy, and they have liberally sung the praises of the great game. Chief among these may be mentioned Margaretta Wetherill Wallace. Her efforts generally combine playfulness and seriousness in a happy manner. As an example we may quote her "Cross-Purposes:"

Oh, my partner has turned short-suiter,
Leading cards I do not understand;
With his "gambit" and "top of nothing,"
That cut right into my hand.

With his singleton doubleton, sneakers,
And supporting cards to boot;
While he falls on his knees and worships
The Hand that has one Short Suit.

Now his "gambit" is only a gamble,
Top of nothing brings nothing to me;
While I fumble my cards I long and sigh
For the partner he used to be.

He says ace and king mean "runs
But I yearn for the dear fourth b
When after a round or two were pl
I could surely place the rest.

Well! well! this midsummer mad
Like the silver craze will die;
Then we'll play our hands togeth
more,
My dear old partner and I.

A very clever parody whic
peared in *Whist* for July,
signed "E. B. C.," also de
insertion here. It is called
Song of the Fad:"

With firm untiring wrist,
With cheeks a luminous red,
A woman sat at a game of whist,
Playing as if for bread.
Work, work, work,
In the rooms of the warring "Tri
And still with the strength of t
quering Turk
She played at her game of whist.

Play, play, play,
Through all of the afternoon,
And play, play, play,
While over her beams the moon.
Diamond, and heart, and spade,
Tenace—and eke fourchette,
Working with soul all undismaye
To capture "the button" yet.

With fingers weary and worn,
With hands that have toiled for
A man sits sewing the buttons on,
(Or putting the boy to bed)
Stitch, stitch, stitch!
Pricking with untold shocks
His fingers brown, as with
frown
He toils at his wornout socks.

Oh! men with sisters dear!
Oh! men with mothers and wive
Expect no help from your helpmat
While the science of whist servi
Play, play, play,
Duplicate, compass, all:
And the "echo" flies, as she re
plies
To her partner's lusty "call."

With firm untiring wrist,
With eyes alert for the strife,
A woman sat at a game of whist
Playing—as if for life.
Work, work, work!
(Oh! shade of the late Tom Hood
Forgive me, do, for my theft fro
And pray it may do some good!)

notable example in a
orous vein we must
r, albeit it is some-
but as good as it is
A Rubber of Whist,"
Pike, and appeared
ue of *Puck:*

ribe how a man has to
whist what experts call
—
essing small skill in the
ve players to make up
ain
plain
ht and main.
and coax him again and
itors nowhere exist
recruit for a rubber of
re fully convinced he'll
shall not be blamed for
ance, pooh-poohing re-
courage, soft-soap, and
'll win,
e as sin,
you begin,
ut if you'll only cut in !"
nders—since no turn or
of that rubber of whist.
rd him the kindest of
their wrath by misdeal-
y think it no matter for
a horrible crime is re-
seer
austere
severe,
avage their faces appear.
hey utter—half spoken,
—
id form for a rubber of
game—but he hasn't got
—
ceeds to completely re-
ears, in a jargon out-
f Poe and with canons
h.

"The way
You should play
Was as clear as the day,
But you didn't play so, I'm sorry to say,
If you'd read a line of the teachings of Trist,
We'd surely have captured that rubber of whist !"

Convinced that he's thought a great fool, or, at any rate,
An imbecile, crank, or some sort of degenerate,
Our friend most resolvedly swears it's the last time
He'll ever engage in that heart-breaking pastime;
For, oh !
High or low,
You'll find nothing that's so
Provoking as playing a game you don't know.
I'd sooner encounter a pugilist's fist
Than meet the hard rubs of a rubber of whist !

Points.—The number of tricks over six in each hand, scored or counted for the side making them. In the old English game of Hoyle, the side first scoring ten by tricks and honors won the game. In the modern English game, the side first gaining five points wins, and extra points are also scored for high scores made in games, as well as for the winning of the rubber. (See, "Rubber Points.") In the American game, points are made by cards alone, honors not counting, and the side that first scores seven wins. In duplicate whist the total number of points made by either side in a match or sitting is recorded, and some players score in this manner, also, at straight whist in this country.

Points, ten of them make a game; as many as are gained by tricks or honors, so many points are set up to the score.—*Edmond Hoyle* [*O.*].

The term applies to both game and rubber; a game at short whist, consisting of five points; a rubber, of any number of points from one up to eight, inclusive.—*Sir William Cusack-Smith* [*L. O.*].

Playing for points and playing for games are two entirely distinct ideas at

whist, to carry out which very different methods of play are necessary.—*William S. Fenollosa* [*L. A.*], *Whist, July, 1892.*

Pole, William, Mus. Doc., F. R. S. — This distinguished and scholarly advocate of the modern scientific game might properly be called the philosopher of whist. The books of "Cavendish" and Clay embodied the chief improvements which had been made since the days of Hoyle, but there was something wanting still. This was supplied by Dr. Pole in his "Theory of the Modern Scientific Game," which appeared in December, 1864. In this essay the author went deeper than all those who had preceded him. He emphasized the following great underlying principle of the game: The more perfect cultivation than formerly of the relations between partners, so as to effect, as far as possible, a combination of the hands. He held, also, that the only system which adapted itself favorably to the combination of the hands was the long-suit system—that of making tricks by establishing and bringing in a long suit. True, this was one of the well-known devices of the Hoyle game, but up to this time it had formed only a subordinate part in the play of the hands, whereas now it was given the most prominent position. The idea of the partnership game had also been previously foreshadowed in England and abroad. General de Vautré, in his book, "Génie du Whist," published in Paris in 1843, had announced that "the author teaches the mode of playing with twenty-six cards (as he expresses it, and not with thirteen, like all the rest of the world." Dr. Pole went farther than all this: he analyzed, described, and defined the whole system of which these and similar points were only a part, and evolved out of the scattered elements of whist a rational scie and a cohesive whole.

Dr. Pole is a civil engineer, siding in London. He was bor Birmingham on April 22, 1814. 1844 he was appointed by the E India Company professor of c engineering in Elphinstone C lege, Bombay. In 1847 he retur to London, devoting his chief tention to the mechanical bra of engineering. From 1871 to 1 he was consulting engineer for imperial railways of Japan, and his retirement the Mikado hono him with the decoration of third degree (Knight Command of the Imperial Order of the Ris Sun. He served on the council the Institution of Civil Engine from 1871 to 1885, after which acted as honorary secretary 1895. Between 1859 and 1867 was also professor of civil engine ing at University College, Lond and lecturer at the Royal Engin Establishment, Chatham. He done much scientific work for English government. From 1 to 1864 he served as a mem of the committee on iron arm and for some time as a member the committee on the comparat merits of the Whitworth and Ar strong systems of artillery. In 1 he was employed by the Ho Office to investigate the question the introduction into the metr olis of the constant-service syst of water supply, and he took important part in the subsequ proceedings for carrying it i effect. In 1871 he was comm sioned by the War Office to rep on the Martini-Henry breech-lo ing rifles. In 1870 he was appoin by the Board of Trade as one of metropolitan gas referees, wh position he still holds. He acted as secretary (in two instan under special appointment by

1) to four government com-
ons of inquiry, namely, from
o 1867, to the royal commis-
on railways; from 1867 to 1869,
it on water supply; from 1882
4, to that for inquiring into
ollution of the Thames; and
5, to a committee on the sci-
museums at South Kensing-
In June, 1861, he was elected
low of the Royal Society of
on; he has served six years on
ouncil, and was vice-president
6 and 1889. He was elected
low of the Royal Society of
urgh in 1877, and a member
e Athenæum Club, without
(as a scientific distinction),
4.

Pole has done much literary
In whist his first essay (on
Theory of the Modern Scien-
Game"), as already noticed,
ublished in 1864. It appeared
mously, but in 1870 a new
n was published, containing
uthor's name. In 1872 an
ican edition was brought out,
p to this writing (1897) there
been above twenty English
ns. His next book on the
"The Philosophy of Whist,"
red in London and New York,
3, and is now (1897) in its
edition, and has greatly
to the author's already high
tion, as it continues to eluci-
in the most convincing and
tive manner, the great theory
unded in his first volume. He
that the game which he
ates is "a compact and
tent logical system; of a
intellectual and philosophi-
aracter." The second part
book is devoted to the phil-
y of whist probabilities, a
of speculation which opens
lelightful vista to the scien-
gaze. But undoubtedly the
r's crowning work appeared
simultaneously in New York and London, in 1895. It is entitled "The Evolution of Whist," being a still further exposition of his theories and views, and a masterful review of whist from its earliest stages down to the present day. He has carefully studied the principles and motives which have determined the progressive changes of the game, and proceeds on the theory that the course of whist evolution may be likened in many respects to the corresponding process in biology. In following out this analogy, he divides the history of whist into several progressive eras, each one of which has been distinguished by a particular general structure or form of game, and he lays stress upon the fact that each of these forms has remained in existence, and will probably continue to survive. Treated in this manner, whist becomes a most fascinating study and a noble science.

While we are right in classing Dr. Pole as friendly to the system of American leads, it is a notable fact that at one time he seems to have doubted the legitimacy of the modern signaling principle, and he wrote, in the *Fortnightly Review* of April, 1879, an argumentative monograph on the subject. But, doubtless in deference to the largely increased popularity of the system and the eminence of its supporters, he did not put forth this view in his books on the game. And here we may appropriately make mention of his own personal play. The greatest writer on the theory of the game was also a master of its practice in his younger days, although in his advanced age he no longer feels himself equal to his former performances. Miss Wheelock recently described to us a touching incident which occurred during her visit to him, in

London, in 1897. She repeatedly urged him to play a rubber, but in vain. At last, taking her hands in his, he remarked: "My dear child, I am now like a guide-post on the highway; I can point the way, but I cannot follow it myself." He no doubt feared that one of Miss Wheelock's ability and reputation might feel disappointed in his play, and so he steadfastly declined, but turning to a piano he played some beautiful music for her instead. That Dr. Pole has been for many years an excellent whist-player, however, must be apparent to all, when it is stated, that in 20,000 rubbers played, from 1869 to 1893, he won 526 more rubbers than he lost, and that the points which he won exceeded by 3104 those which he lost. He modestly attributed this showing "not to any superior skill in play, but entirely to a steady adherence to system."

In 1889 Dr. Pole wrote the article on whist for a new edition of Bohn's "Hand-book of Games," and it was printed separately. He has also published articles on several card games in Routledge's "Cyclopedia of Card and Table Games," 1891. Among these is "Pope's Game of Ombre." Ombre was a fashionable game which preceded whist. It was obscurely described by Pope in his "Rape of the Lock," but Dr. Pole unraveled it and wrote a full description.

Besides his writings on whist, Dr. Pole has also published a number of works on other subjects. His quarto treatise on the steam engine appeared in 1844, and his translation of a German work on the same subject in 1848. In 1864 and 1870 he published scientific chapters in the lives of Robert Stephenson and I. K. Brunel; in 1872 a treatise on iron; in 1877 the life of Sir William Fairbarn, Bart.; and in 1888 the life of Sir W Siemens. He has also written papers for scientific and journals, being a contribu several periodicals of the h rank in literature.

Dr. Pole has also devoted attention to the study of He took, in 1860, the Oxford of bachelor, and in 1867 th doctor of music, and rem member of St. John's Coll that university. He was the adviser of the University of L in the establishment of musi grees in 1877, and afterward for twelve years, the office of cal examiner in that instit He has been a public organ p and was elected an honorary of the Royal College of Org He is the author of a "Treat the Musical Instruments i Exhibition of 1851;" of the " of Mozart's Requiem," 187 "The Philosophy of Music," He is also the composer of known eight-part motet o "Hundredth Psalm." (See, "Rhyming Rules.")

Dr. Pole laid down the funda principles of modern whist, and h will ever remain the cornerstone game.—*Whist* [*L. A.*], *February, 1*

Dr. Pole's book, "The Evolu Whist," shows an immense amo research and calm, judicial sift facts. He is better fitted than a else in the world to write the hist whist.—*Rochester* (*N. Y.*) *Post-E 1896.*

This admirable essay ["Theory Modern Scientific Game"]. If it alone as his only contribution to t ence, would entitle its author warmest thanks of every lover game; but Dr. Pole may justly himself on the composition of a volume of equal value. This is Philosophy of Whist."—*N. P. Co* [*L+O.*], "*English Whist.*"

Dr. Pole is so well known as an a ity on the theoretical side of whis that it is hardly necessary for us t into any detail respecting his co tions to its literature. * * *

the "Theory of the Modern Sci- Game," and "The Philosophy of exhibit the game both theoreti- d practically in the perfect state it has arrived during the two s that have elapsed since whist i a definite shape and took its name.—"*Cavendish*" [*L. A.*].

e.—The dealer's right-hand ary, who cuts the cards after ave been shuffled.

ards having been properly shuf- dealer presents them to the pone t.—*R. F. Foster* [*S. O.*].

rtland." — A pseudonym d by the editor of "The Table: a Treasury of Notes Royal Game, by 'Caven- C. Mossop, A. C. Ewald, s Hervey, and Other Distin- d Players," a volume of 472 published in 1894. He is Hogg, of London, a well- English writer and pub- He was born in Edinburgh, : 11, 1829, where in his youth associated with his father in the *Weekly Instructor*. uently he became sole edi- h Thomas De Quincey as his dviser and contributor. Mr. was his companion and inti- working associate for nine while he prepared the col- edition of his works. After incey's death, Mr. Hogg ied some reminiscences in r's (February, 1890); uncol- writings, in two volumes; e Quincey and his Friends." ogg founded *London Society* , and edited that magazine 1887. He has written and many books, but the "Whist- ' is his only venture in whist.

land Club.—A famous Lon- hist club, which coöperated he Arlington (since called rf) Club and John Loraine Baldwin in revising the English laws of whist, 1863-'64. The Portland was first located in Bloomsbury Square; then it successively occupied quarters in Jermyn street, Stratford Place, Oxford street, and St. James' Square, where it is now housed on the north side of the square, at the corner of York street.

The Portland was the club most frequented by James Clay, and here it was that the members of the "Little Whist School" (*q. v.*) had access to him. The membership of the club, during its many years of existence as the whist headquarters of Europe, embraced some of the most eminent players of their day. Lord Bentinck, the inventor of the trump signal, played there as well as at Graham's. "Cavendish" has been a member for many years, but has not been regular in his attendance for the past two years. The fact is, the Portland, like many other clubs, has been suffering for some time from an attack of "bridge," and until the craze has run its course, true whist is in a minority there, to the sorrow of whist lovers.

At the Portland may at this time, as at any time since its opening, be observed the most skillful of the London card-players. A distinguished peer or two of great whist distinction still haunt its rooms. A law officer of the crown, past or present, may now and then be seen playing a dashing game of whist within its walls.—*W. P. Courtney* [*L+O.*], "*English Whist*," *1894*.

Portland Rules.—See, "Laws of Whist, English Code."

Position.—The place occupied by a player, at the table, such as A, B, Y, or Z; sometimes also indicated by north, south, east, or west (especially in duplicate whist). A and B are partners against Y and Z, and north and south against east

and west. These are the primary positions at the opening of the game or sitting, and if the partners are unchanged, they continue until the sitting is over. The relative positions of the players, after the first hand is finished, vary according to the deal and lead, which passes around the table in rotation. Players become first, second, third, or fourth hand in accordance with the order in which they play to each trick, but their fundamental, or partnership, positions are not affected thereby, each one remaining A, B, Y, or Z, although playing first, second, third, and fourth hand on the various tricks.

Post-Mortem. — A colloquial phrase in whist, meaning a discussion or criticism of a hand or game that has just been played. In some clubs a special table is set aside for this purpose, so that the discussion will not interfere with the regular play.

Post-mortems [are] discussions as to what might have been at whist; sometimes called "If you hads."—*R. F. Foster* [*S. O.*].

Talking over the hand *after* it has been played is not uncommonly called a bad habit, and an annoyance. I am firmly persuaded it is one of the readiest ways of learning whist.—*James Clay* [*L. O.*].

Practice.—In order to become a fine player you must not only be well-grounded in the theory of the game, but in its practice. Precepts, maxims, a knowledge of the proper leads and conventional signals, are most desirable, but in order to make use of them it is necessary to put them constantly into execution. Constant and careful practice, if possible, with superior players, will round out the education of a player.

Those who care to play whist well must *study* the game, and practice with good players. * * * Playing over printed games, or hands that you may have taken notes of, is most excellent prac *C. D. P. Hamilton* [*L. A.*], "*Modern tific Whist.*"

"Preference."—See, "Sw Whist."

Principles, General.—Alth the rules of whist are many underlying principles of the are few and simple. The first eral principle is to play to ma many tricks as possible. Upo all schools of whist are ag The next general principle o modern scientific school is The best way to play whist an tricks is by means of the pa ship game, and this is best moted by leading from, estal ing, and bringing in your long Another modern principle is free intercommunication bet partners, by means of convent play, is best calculated to e them to play their hands as o

The general principles of short-suit school differ from above mainly in this respect: believe that, unless your long is especially strong, and the ditions for bringing it in mos orable, it is much better to let one else open it than yourself.

Private Conventions.—Sig or arrangements of play priv agreed upon, and understood by those employing them. The ern game, with its conventi leads and signals, caused many ers to devise new arrangemen the cards for their own informa and very often it was found teams employed a language o cards which no one else u stood. This naturally led to a cussion as to whether the u such arrangements was permis The controversy began earl 1894, and lasted until the exec committee of the American W

: declared against all pri-
nventions. Its decision was
d by the League at the fifth
ss, in June, 1895. At the
1 congress, Put-in-Bay, 1897,
action was taken emphasiz-
: position of the League, and
g the employment of private
tions a cause for protest in
:s. The full text of the rule
', as amended, is as follows:
e right of contestants to use
ell-known and established
l of play, and any original
l, not given a secret, pre-
ed meaning, is acknowl-
but the American Whist
: emphatically disapproves
ate conventions, and defines
te convention to be any un-
nethod of play based upon a
ecret agreement. It is the
f a contestant to demand of
ponents an explanation of
ystem of play at any time,
during the play of the
and their duty to give such
ation promptly and fully.
fraction of this or any other
whist etiquette adopted by
nerican Whist League shall
se for protest, to be followed
1 penalty as the tournament
ttee or umpire may impose."

vate convention is a method of
ich loses its usefulness the mo-
nature is disclosed to the adver-
R. F Foster [*S. O.*].

ot help feeling that [the question
te conventions] is indeed a ques-
t of usage, not of etiquette, but of
—*P. J. Tormey* [*L. A.*].

see no difference between signals
ith cards and those given by fin-
eet, if prompted by the desire to
fair advantages.—*R. L. Richards*
], *Treasurer American Whist*

of honor, when they play cards
another, more especially in an
ual game like whist, would scorn
ist of private signals for the pur-
gaining an advantage.—*Theodore*
[*L. A.*].

What is a private signal? Taken in its widest meaning, a private signal may be defined as some act on the part of a player, other than the play of certain cards, by which he informs his partner what he wishes him to do. Such a proceeding undoubtedly is cheating.—*A. W. Drayson* [*L+A+*]. *Whist, June, 1897.*

The use of such conventions, the meaning of which is variable and absolutely secret, depending, for example, on an arbitrary arrangement of suits, I believe would destroy the game of whist, or greatly lower its rank. * * * These methods seem to me beneath the dignity of the game, and hardly within the pale of honesty.—*Fisher Ames* [*L. A.*], *Whist, August, 1895.*

Let me * * * remark the three chief characteristics of a private conventionality. First, it must be an innovation or contravention of established usage. Second, it must be based upon a secret agreement between partners. Third, it must be a secret agreement that cannot be detected by logical inference drawn from the fall of the cards.—*Eugene S. Elliott* [*L. A.*], *Whist, May, 1894.*

Private conventionalities are wrong, essentially wrong, from both the moral and legal point of view. They have been so regarded by all the authorities from Hoyle to Hamilton, confirmed by the accumulated wisdom of whist experts for over a hundred years. "We must speak by the card," and the sentence thus spoken must be intelligible alike to all, subject only to the differences in mental capacity.—*C. E. Coffin* [*L. A.*].

Our opinion on the subject of new signals and conventions is that they should be encouraged, provided they are based on good whist logic and likely to add to the skill of the game. The true test as to whether a new convention is of any practical value is—will it gain tricks on its own merits? If its success is dependent on keeping the adversaries in ignorance of the same, it will prove of no ultimate value to the game.—*Whist* [*L. A.*], *April, 1896.*

Every individual has the right to play his cards as he pleases. But I believe it to be absolutely unfair for partners to agree upon a method of play known only to themselves, and expressly designed to mislead their adversaries. "Whist is a language, and every card played an intelligible sentence." Private conventions render the language intelligible to but one side, falsify the ordinary meaning, and are open to the charge of dishonest collusion.—*Robert H. Weems* [*L. A.*].

I do not believe there is a whist-player in America who will defend such stultifying and degrading practice. Suppose,

for example, that A-B privately agree that they will reverse the recognized signification of the convention known as the trump request. What is the object of the compact? Fraud! A contemptible conspiracy, made with the single object of reaping *unfair* advantage. The success or failure of a damnable cabal has no bearing. It is no argument in palliation of the despicable chicanery to contend that such jockeyism will not succeed. The marrow of the matter is that the *secret* code is arranged for the single purpose of reaping advantage due to signals issued in such a way that partner—owing to the *private* understanding—may interpret, and the adversaries be entrapped thereby.—*C. D. P. Hamilton* [*L. A.*].

There are those who show four trumps by the original lead of any card below the seven, if from a four-card suit; others who simply lead the king or the deuce to announce four trumps. Many have peculiarities of play—and they are all, all honorable men — who would indignantly repudiate the charge of using private conventions, who yet do not feel it necessary or requisite to shout it from the housetops, nor to inform their adversaries all about them—idiosyncrasies of play which are not published in any whist book, such as being forced by partner immediately afterward to lead a trump if having an honor, but not otherwise; or, taking the first trick in trumps led by partner originally, to lead a singleton instead of returning a trump, as an invitation to ruff. Are these private conventions, or is it legitimate whist strategy? Isn't it difficult to draw the line at just the right place?—*Anon, Whist, April, 1896.*

As may easily be imagined, informatory plays did not stop at number-showing leads. The naturally inventive American mind soon contrived other means. Each club had its whist crank, who lay awake at night studying up new systems of giving information. These were duly exploited in the card-room, and after a brief trial were described in a letter to *Whist*, or published in some later edition of a text-book. As time went on these conventionalities increased to such an extent that it was impossible to publish them all, and still more impossible for any person to learn the half of them. Many were confined to certain localities, or known only in the immediate circle in which they originated. So great and crying was the evil that the officials of the Whist League were called upon to legislate against it, and at the congress of 1895 they decreed that all private conventionalities were illegal. So far from stopping their use, this edict only prompted persons using such conventionalities to evade the spirit of the law by making some pretence at publication. Take them all, these private conventions have to be the most malignant cancer th fastened itself upon the game of and many think if the knife is plied to the evil it will certainly l game.—*R. F. Foster* [*S. O.*], *Month. trator.*

We have here three fairly well- stages of the application of the " understanding" to the communica information between partners. T is absolutely simple, nothing beir beyond agreeing to give attention tain rules of normal play, d either directly to promote trick-n or to insure regularity and unif The second stage involves what i "signaling;" it implies that som special and abnormal is to be co cated to the partner; but this is c ture arising analogically out of play, and is communicated by sponding modes, publicly know agreed to. The third, or doubtfu is an extension of the second to of an entirely arbitrary characte there is now this most important be observed, that throughout al phases of the evolution, even in t named, the mutual understandi been general with all the player fail entirely to find any case, til where it has been even proposed t it to a *secret* understanding betwe partners only. * * * Such an a ment must be considered as an contravention or infraction of fundamental ethical principle neither party should have a surrep advantage over the other.—*Willis* [*L. A+*], "*Evolution of Whist.*"

Probabilities.—The probab of whist, or the likelihood o thing connected with the g such as the distribution of c cards in certain hands—happ a given number of times, is a ject which has engaged the tion of many writers on whis ginning with Hoyle.

Chance is the operation of c unknown to us; by calculatin averaging a large numbe chances, we arrive at certain p bilities which contain more c significance or information may be of use in the conduct game. For instance, it has calculated by Pole and other

ree, four, or five cards in a
e chances are better than
ıat the suit will go around
With three cards in a suit,
ıances are that it will go
three times twenty-eight
r thereabouts in a hundred.
ɔur cards in suit the chances
ɔing around three times are
leven in a hundred. Again,
vs says: "That either player
t one named card not in
and is two to one; five to
favor of his having one of
e to two in favor of his hav-
e in three; four to one in
f his having one in four."
ıbilities may be arrived at
erience as well as calcula-
We know, as a matter of
ıat with thirteen cards in
ınd it is impossible to divide
ıto four suits without having
one long suit—*i. e.*, one suit
cards. This is not a proba-
ɔut a fact, which was given
ısideration by the origina-
the long-suit game. When
sider, however, whether a
ıay contain more than one
ıit, we are at once in the
of probabilities, and we
rm an opinion based on
ıatical calculation, or upon
ons made from previously
ned facts. Pole, for in-
computed that the dealer
hold an average of 3.82
and each of the other three
an average of 3.06. In a
ıl experience of 1000 deals
ler's average was found by
be 3.814; that of the first
.110; that of second hand,
and that of third hand,

: doctrine of probabilities,"
mery Boardman, in his ad-
summary of Pole's calcula-
"teaches that the dealer
s an average, twenty-five per
cent. more trumps than that doctrine concedes to any of the other players. It likewise teaches that about four times in one hundred three of the four hands will be long in three of the four suits; that about fifty-eight times in one hundred two hands will be thus long, while only about thirty-eight times in one hundred will one hand be long and the other three short in any given suit. From this it follows that about four times in one hundred any named hand should contain three long suits; that about fifty-eight times in one hundred any specified hand should contain two long suits; and about thirty-eight times in one hundred one long and three short suits. It further appears that, in one hundred deals, each suit of cards will be divided into about one hundred and sixty-six long and two hundred and twenty-nine short suits, and, consequently, that in the same number of deals each hand will contain about one hundred and sixty-six long and two hundred and twenty-nine short suits, each hand averaging one and two-thirds long suits. With this scanty amount of information each player is provided, before examining his hand, at each deal; and from this, and the information derived from the trump turned, and an examination of his own cards, must the eldest hand determine the opening lead after each deal." (See, also, "Chances at Whist.")

Problems.—A whist problem is an ingenious arrangement of the cards (either founded upon actual play or invented for the occasion), involving some method of play or other question difficult of solution. For instance, the cards in a certain deal are all indicated in a diagram of the hands, and the question is

how they shall be played so that a particular hand will win. It may be that some peculiar forms of strategy, or a coup or coups, are necessary in order to arrive at the desired result, and these the solver must correctly infer and arrive at in order to achieve victory. Frequently a problem is made up of only part of the cards of a deal, and five or six tricks complete its play. Or, as in whist perception problems (*q. v.*), all the cards of one hand are shown, together with the first five or six tricks of the play, and the student is asked to place the rest of the cards and give the correct order of their play.

The late Frederic H. Lewis (*q. v.*) was the first to bring double-dummy problems to perfection, and W. H. Whitfeld (*q. v.*) is the greatest living constructor of such problems to-day. In perception problems an American, Charles M. Clay (*q. v.*), stands at the head. (See, also, "Duke of Cumberland's Famous Hand," and "Vienna Coup.")

A lover of whist has a refuge against dull and lonely hours, for the solving of whist problems is a most fascinating occupation, exercising all one's ability as a whist-player, bringing out the subtle points of the play, and stimulating interest in the game.—*Harriet Allen Anderson* [*L. A.*], "*Home Magazine*," *July, 1895.*

All the trumps are out. A has the lead, and wins every trick. How does he do it? A's hand: Diamonds—ace, queen, knave, six, five, four, three. Y's hand: Diamonds—king, eight; clubs—ace, king, queen, ten, nine. B's hand: Diamonds—seven, two; clubs—eight, seven, six, five, four. Z's hand: Diamonds—ten, nine; hearts—ace, queen, seven, six, five.—*Westminster Papers* [*L. O.*], *November 1, 1875.*

Suppose three hands of cards, containing three cards in each hand. Let A name the trump, and let B choose which hand he pleases. A, having his choice of either of the two other hands, wins two tricks. Clubs are the trumps. First hand—ace, king, and six of hearts; second hand—queen and ten of hearts, and ten of trumps; third hand—nine of hearts, and two and three of trumps. The first hand wins of the second, the second of the third, and the third wins first.—*Hoyle* [*O.*], "*Treatise on Whist.*"

I do not place very much value on capacity which enables a man to work out double-dummy problems without cards when I consider the application of that capacity for whist. The two cases are entirely different, and bring into play entirely different mental powers. The problem at dummy requires quiet calculation; whist-playing requires a rapid calculation of probabilities from the evidence before you, and an acute perception as to whether this evidence is genuine or false.—*A. W. Drayson* [*L. O.*], "*The Art of Practical Whist.*"

Proctor, Richard Antho Professor Richard A. Proctor distinguished astronomer, m matician, and whist author, born in Chelsea, England March 23, 1837, the fourth youngest son of William Proct solicitor. His childhood marked by frail health and s ous tastes. In 1854 he becam clerk in the London and Stock Bank, but the following the opportunity of a unive education offered itself, and h tered the London University, a year later St. John's College, C bridge. He was married after pleting his second university and graduated as twenty-f wrangler in 1860. He then law for a time, but abandone for science in 1863, and dev himself to the study of astron and mathematics, as a distrac for his overwhelming grief at loss of his eldest child. His contribution to literature was article on the "Colors of Do Stars," published in 1865, in *Cornhill Magazine*, and in same year he published his brated monograph on "Saturn his System." The reputatio won enabled him to make litera his profession, when the failur 1866, of a New Zealand bank which he was a considerable s

, left him entirely dependent his own earnings. For five he tells us, he did not take ay's holiday, so unceasing is drudgery. His "Hand- of the Stars," published in ınd his "Constellation Sea- and "Sun Views of the " which followed, helped to rther extend his reputation. ıght mathematics for a time private military school at ıich. In 1873 he accepted a al for a lecturing tour in the l States, resigning an honora- retaryship to the Royal As- ıical Society in order to be rty for the engagement. His s as a lecturer was pro- ed from the start, and greatly ed his popularity. He made ıd tour of the United States, n the death of his wife, in he traveled and lectured in lia. Returning to the United he was married, in 1881, to Robert J. Crawley, a widow wo children, and settled at eph, Mo., her home. In the ear he founded the success- ntific periodical, *Knowledge*, don, and continued also to ɔute to other periodicals. 887 he removed his house- nd his astronomical observa- Orange Lake, Florida, and tember of the following year taken ill while on his way land to attend to some busi- atters. He did not get fur- han New York, his disease there pronounced yellow which was then epidemic in a. He died in the Willard Hospital on September 12. ıalady was, however, pro- ed malarial hæmorrhagic fe- his friends. The "Diction- National Biography" says of

nong his many gifts that of a lucid exposition was the chief, and his main work was popularizing science as a writer and lecturer. Yet he was no mere exponent. The highest value attaches to his researches into the rotation period of Mars, and to his demonstration of the existence of a resisting medium in the sun's surroundings by its effect on the trajectory of the prominences. His grasp of higher mathematics was proved by his treatise on the Cycloid, and his ability as a celestial draughtsman by his charting 324,198 stars from Argelander's 'Survey of the Northern Heavens' on an equal surface projection. Many of his works were illustrated with maps drawn by himself with admirable clearness and accuracy. Versatile as profound, he wrote in *Knowledge* on miscellaneous subjects under several pseudonyms, and was proficient in chess, whist, and on the piano-forte."

He wrote and published fifty-seven books in all, including his celebrated "Other Worlds Than Ours," "The Borderland of Science," "Our Place Among Infinities," "Myths and Marvels of Astronomy," "Other Suns Than Ours," and "Half-Hours With the Stars."

His two books on the game, "Home Whist," and "How to Play Whist," won for him a high place as a whist authority. Of the latter work he says, in the preface: "The following chapters on the theory and practice of whist originally appeared in *Knowledge*, and there had the advantage of the criticisms and suggestions of some of the finest exponents of the game. These criticisms have, in many cases, led to important modifications and improvements. The treatise has no claim to novelty as regards whist principles; in fact,

outside of the modern signaling system, and the absolute rejection of the singleton lead, there is very little difference between the whist of to-day and the whist of Hoyle and Mathews." He was an advocate of the long-suit game and the old system of leads, and while opposed to modern conventions and signals, recognized the necessity of learning them, in order to play whist successfully.

Mr. Proctor's book contains forty games, carefully annotated. Eight of these are original, actual hands supplied by that fine player, the late F. H. Lewis, accompanied by his own interesting and valuable notes. The manual is one that should be in the hands of every real student of the noble game.—"*The Whist Table.*"

James Innes Minchin, in the *Academy* for 1885 (volume 27, page 128), considers that Mr. Proctor's method of treating the leads, while not so easy, perhaps, for the learner as the author considers it, is one well calculated to impress *the meaning of the leads*. The learner, under older methods, is apt to consider the proper leads empirical, "whereas, in fact, they are founded on principles evolved from the long experience of whist-players, which only personal experience can enable the tyro to grasp."

He [N. B. Trist] also played a whole afternoon with the late Richard A. Proctor, the celebrated astronomer, a writer on whist of some repute, and a genial gentleman. His play did not come up to Mr. Trist's expectations; he had a singular way of sorting his cards by putting each suit separately between the fingers of his left hand. This habit certainly denoted an unsuspicious disposition, for any one at the table could count the number of cards in suits as sandwiched between his digits.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," 1893.

Richard Anthony Proctor was an enthusiastic whist-player, whose talents at the game were not inconsiderable, though they might have been enhanced had he joined in one of the established clubs of London in playing with experts worthy of association with him. * * * [He] was for some time a supporter of the latest developments, and of the ideas of the Americans, but he gradually altered his position until he rejected them altogether, with fierce expressions of scorn, as "finds."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Progressive Duplicate Whi See, "Duplicate Whist, Pro sive."

Progressive Fours.—Tea four players each, which against each other in a progr duplicate whist match. (See, plicate Whist, Schedules for ing.")

Progressive Pairs.—In a gressive duplicate whist matc pairs which participate and pl accordance with a schedul ranged in a manner which lishes records for pairs. "Duplicate Whist, Schedule Playing.")

Progressive Whist. — "Drive Whist."

Protective Discard.—The card from a long suit, in ord keep intact the small cards guard higher cards in weak su

"Prussian Whist."—One o nineteen or more variations o shoots of whist which have traced up to date. "Pru whist" is ordinary whist, with difference: The dealer does turn up the last card dealt trump, but the eldest hand leader, cuts a trump from the pack, which the third hand sh and presents for that purpose. eliminates from the game knowledge of any trump in hand of the dealer, and the i ence which such knowledge h the play.

Pseudonyms of Whist Auth —Fictitious names, abbreviat or initials under which write whist wrote and published articles or books. Here is a li the more familiar pseudonyms

:d, together with the names uthors who assumed them, e time of Hoyle down to the day:
niral."—James Burney.
ıarius."—L. d'A. Jackson.
Short." — Anne Lætitia

ebs."—E. A. Carlyon.
ı."—Waller A. Lewis.
tain Crawley."—George F.

endish."—Henry Jones.
ɛ of Clubs."—Richard A.

W. P."—George W. Pettes.
ıtenant-Colonel B."—H. C. y.
or A."—Charles B. Coles.
or Tenace."—George W.

ful."—Matthias Boyce.
ıbridge."—John P. Hewby.
:land."—James Hogg.
mp, Jr., A."—William P.
:.
mps." — William Brisbane

tenbush, Earle C.—A well-teacher of whist in Wash-D. C., where he is also one :ading players of the Capi-rcle Club. Mr. Quacken-s born at Marietta, Ohio, in d has played whist from his o. He began to study the ientifically about the year hen he joined the above-ed club. He does not teach ofessionally, being engaged al estate business. He was :d to take up teaching, as a e, in 1894, at the solicitation nal friends.

.—Any four cards in se-

Major.—The highest four . sequence; the ace, king, nd jack of any suit.

Queen.—The third highest card in the pack; one of the honors, court cards, or face cards.

According to the old leads, queen is led only from queen, jack, ten, with or without others, except in cases of forced leads, when it is also led from queen, jack, and one small one; from queen and two others, not including jack, and from queen and another, whatever it may be.

In the system of American leads, the lead of the queen indicates a suit of five or more; but the queen-leads collectively have been considered the least satisfactory, because of the uncertainty of the information as to character of suit conveyed upon the first round. The original lead of queen may mean any one of three combinations, viz., ace, king, queen—more than four in suit; king, queen—more than four in suit; or queen, jack, ten—four or more in suit. The Hamilton modifications (accepted by many first-class players) simplify the queen-leads by leading ten instead of queen from queen, jack, ten; and in order to do this they take the lead of ten away from the king, jack, ten combination and lead fourth best from it instead. (See, "Hamilton Leads.")

In the Howell (short-suit) system, the original lead of queen indicates the supporting-card game, and not more than two in suit.

G. W. Pettes added to the American leads of queen two more of his own, viz., lead queen from queen, jack and two below the seven; also, from queen, jack, nine, and two or more.

When queen is led originally, the combinations may be ace, king, queen, with at least two small; or king, queen, with at least three small; or queen, knave, ten, with one or more small. In no other case is the leader's partner uncertain as to which of three combinations has been

opened. It has, therefore, been proposed —and the proposal is certainly ingenious —to lead ten from queen, knave, ten, and so to reduce the queen-leads to two. But in order to render this action effective the lead of ten from king, knave, ten, etc., must be dropped, and the lead of fourth best substituted. Then, every high-card lead will convey definite information to partner of one of two alternatives; the first lead may often decide between them, owing to the fall of the cards, or to the cards held by partner in the suit led; in default of this, the card chosen for the second lead will always decide.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897.*

As far back as February, 1884, "Cavendish" wrote to me as follows: 'From king, queen, five in suit, might not queen be led? If queen wins, continue with small. This cannot be queen, knave, ten lead, or knave would be the next lead; so it must be something else, viz., king, queen, more than four in suit. * * * This may also necessitate reconsideration of leads from ace, king, five in suit. If ace is first led, then king, leader has at least three small ones; this lead has often been proposed, but at present the best players I know think the immediate demonstration of ace, king more important than the declaration of number." Although his conviction grew stronger every day that these leads were right, in fact, necessary, as adjuncts to the unblocking play, yet so great is his respect for British conservatism, that four years elapsed before "Cavendish" formally recommended them in print, which he did, "in fear and quake" (as he afterwards acknowledged) in three *Field* articles, the first appearing May 12, 1888. To his great surprise, however, his fears that these innovations would meet with violent opposition proved groundless. In the *Field* of December 28, 1889, he says: "I find that these leads are adopted all over the kingdom, not only by the minority, but by players to whom American leads are a sealed book, and who never dream of unblocking."—*N. B. Trist* [*L. A.*], *Harper's Magazine, March, 1891.*

Quint.—Any five cards in sequence.

Quitted.—A trick gathered and turned down on the table is quitted as soon as the fingers are removed from it. At duplicate whist, it is quitted when each of the four players has turned down and removed his fingers from the card played by him.

According to the American (section 37), where a trick has turned and quitted it must again be seen until after the has been played, and a violati this law subjects the offender' to the same penalty as in case lead out of turn—*i. e.*, a suit be called from him or his pa the first time it is the turn of e of them to lead. The English (section 91) allows any player the last trick turned. Previo the enactment of this code, in however, there seems to have a distinction made between and short whist, in regard to point. At short whist the p was not allowed to see the trick. Deschapelles, in his said: "You cannot insist upo ing the last trick upon the prin recognized at long whist."

There has been no real improvem whist since the time of Matthew believe there never will be as long most pernicious custom of allow man to look at the last trick ex "*Pembridge*" [*L+O.*], *Westminster A December 1, 1878.*

The continued existence of the which allows a player "to see th trick turned" is greatly to be depre It tends to foster a spirit of inattent the game, and to discourage the em of the student of the game who f the fall of the cards with fitting ke of observation. * * * Francis Watson, in his treatise on "Short W went so far as to say, "You cann mand the sight of the last trick at whist; the longs sanctioned it, and tinue to do so," and Watson justly "It is a mockery upon the game, implies the greatest attention as t ceeds, and the sooner it is altogethe rid of the better."—*W. P. Courtney O.*], "*English Whist.*"

In the first edition of "The A Practical Whist" I referred to the annoyance caused by unobservant ers, who were perpetually wantin look at the last trick, and I regretted law 91, English code, existed. Th club that put a penalty on looking a last trick was, I believe, a whist cl Melbourne, Australia. Any player ing to look at the last trick was fine pence. By the American code, h

trick has been turned and quitted ıot again be seen until after the s been played. A violation of subjects the offender's side to the alty as in case of a lead out of This law is a great improvement ı, English code, and it is to be ıat means may be found for the American law in the Eng- ne.—*A. W. Drayson* [*L+A+*], *Laws and Whist Decisions.*"

lroad Whist."—Whist as ly played by travelers on trains to while away the of a journey; whist played and without strict adher- the rules and niceties of the In making up a table on the very miscellaneous assort- f players frequently comes urface, and the whist played ıently does not rank very In many instances it is ght bumblepuppy, as "Cav- discovered, much to his ıent, during his first visit ountry. He took the trou- ɔt down a hand in which he ated on a train between Haven and Detroit, August and it was published in the ɔer number of *Whist*, to- with his humorous descrip- the scene, as follows:

le Stranger (afterwards Mr. —Play whist, sir?

-Yes, I play a little, some-

(only two initials)—We ree players on board, and— -Oh! I shall be pleased to p.

—Pleased to meet you, sir. ıe is North.

(stands up and shakes —Pleased to meet you, Mr. My name is Jones.

ı—Pleased to make your ac- nce, Mr. Jones. (Self is in- ı to Messrs. East and South. formula, handshaking, to make your acquaint- tc.). We put in a pretty tough game, I guess; run long suits, play calls and echoes any way. We go by G. W. P., most times. We do not agree with the latest "Cavendish" notions.

Self—Oh! indeed. I am afraid I shall be no match for you. (All sit down to the table). Do we cut for partners?

North—No, play as we are.

Self—Very good. Shall we cut for deal?

North—Oh! no. Any one begins dealing. I'll deal. (Begins.)

Self—Excuse me, I have not cut the cards.

North—We never cut. Just take the deck as it is.

Self—I see; saves time. Very well; good idea. (North completes deal and throws down a heart.)

[Then follows the hand, in which "Cavendish" (west) plays the Deschapelles coup. The score is love-all; hearts trumps, and east leads; the underscored card wins the trick, and the card below it is the next one led:]

Tricks.	East.	South.	West.	North.
1	3 ♠	9 ♠	Q ♠	K ♠
2	5 ♠	J ♠	2 ♠	A ♠
3	4 ◇	K ◇	A ◇	2 ◇
4	♡ J	♡ 5	♡ 4	♡ 2
5	6 ◇	3 ◇	Q ◇	7 ◇
6	♡ 8	♡ 6	♡ K	♡ 3
7	♡ 9	♣ 4	♡ A	♡ 10
8	6 ♠	5 ◇	4 ♠	♡ Q
9	7 ♠	9 ◇	♡ 7	J ◇
10	♣ 2	♣ A	♣ K	♣ 7
11	♣ Q	♣ 10	♣ 3	♣ J
12	10 ♠	♣ 6	♣ 5	8 ◇
13	8 ♠	♣ 9	♣ 8	10 ◇

Score: N-S, 4; E-W, 9.

["Cavendish's" remarks on the play follow:]

Trick 2.—The return of the spade is terrible.

Trick 5.—The return of the diamond is equally terrible.

Trick 8.—North's best chance is not to trump this trick, but the result would be the same. South should discard another club.

Trick 10. — The Deschapelles coup. West can count only two clubs in his partner's hand. If one of these is the queen (as it happens to be), and the ace wins the king, the spades may be brought in.

The Deschapelles coup can be defeated by a good player, if he refuses to win in the suit, holding the ace. The tactics of the leader are to force out a high card by leading his highest, irrespective of number. The tactics of the adversary should be to retain the commanding card until the leader's partner is exhausted. If in the above case south lets the king of clubs go he brings in the clubs, and the result would be, north-south, 6; east-west, 7. If south had kept another diamond at trick eight he could have brought in his partner's diamonds, in case of his holding smaller clubs than ten, nine. The precise value of south's clubs in actual play is not known, as the last two tricks were thrown down.

What is termed "railroad whist" can be summed up in one brief sentence: "Hurry up and deal, hurry up and play." —*Charles S. Boutcher* [*L. A.*].

"Do you play whist, sir?" inquired an individual of most respectable appearance, who, cards in hand, approached a gentleman enjoying his cigar at the rear of the smoking-car. "Certainly," was the reply. "All right. Will you join the table? We want one more." "Do you all play a good game?" asked the gentleman. "Oh, yes; they're all first-rate. We always play on the train; sometimes all the way to New York!" "I would enjoy a good game," said the gentleman, "but allow me to ask, as there is a difference of opinion upon thes ters, do you play the call and ecl hold the twelfth and thirteenth fo pose?" "The what?" asked the applicant. "Do you sometimes ace, knave, or throw the lead to s tenace?" "The which?" "Do yo your leads from long suits, and gi cial attention to the managem trumps?" "Oh! yes, yes! I unde now. We cut for trump, and then it into the pack and deal."—*G W [L. A. P.], "American Whist Illus*

It is notorious that railroad w invariably learned by ear and pla main strength, and although its d aver that in its weakening effect the mind it is not to be compared habitual perusal of the evening papers, yet the fact remains that present form it has become an intol nuisance to the rest of the world. ment upon the use of "single "double ruffs," and false cards (th ciple being that you thereby decei enemies and only one friend) is p unnecessary; while so far as a re concerned, it is generally agreed th disgrace lies in being caught. In n whist, or "whiz," as it might more erly be called, it is a cardinal axi play as rapidly as possible, and th cover up occasional mistakes. • But this is small beer compared wi railroad trump signal. • • • Waterloo, it is who shall pound the est. Given a smoking car, with six of whist in progress, and the "th signal, as it has been felicitously n becomes a perpetual source of amuse and alarm to timid people and se old gentlemen.—*Harper's Weekly, 30, 1896.*

Rank.—Size or value; as, the of the cards at whist. The king instance, is a larger and more able card than the queen, and sequently ranks higher.

Re-Entry, Card of. — A which will win a trick, and en the player to regain possessio the lead.

Reform Club.—A famous don club in which whist has ished for the past fifty years was at this club that General C played and won a rubber ag some of the finest players o

hile being entertained on his
ey around the world.

using a Force.—Declining
np a trick when able to do so
pportunity offers. It means
ou want trumps led, or are
to place the lead, or want to
the thirteenth trump, with
to regain the lead at the
time (having no card of re-
and bring in your suit.

ding a force depends on your hand,
pecially on your partner. It is
lly received as an axiom that you
never refuse a deliberate force
good player.—*R. F. Foster* [*S. O.*],
Tactics."

ué.—A name for duplicate
adopted by R. F. Foster,
t generally used.

theory of duplicate whist, or *re*
we shall in future call it, is that
y of each of the competitors, be
abs, teams, pairs, or individuals,
contrasted with that of the oth-
giving to each the same cards, with
e advantages or disadvantages of
a at the table, an equal number of
—*R. F. Foster* [*S. O.*], "*Duplicate*
and Whist Strategy," *1894.*

ounce.—To renounce is not
ow suit, but to discard from
a suit instead. A renounce is
if you have none of the suit
aced; but having the suit, and
to follow suit from it, consti-
he revoke. In the English
in order to guard against the
, a player is allowed to ask
rtner whether he has any of
it renounced. In the Ameri-
me no such question is per-
l, for reasons which are given
"Revoke." In duplicate
(law *g*), a player may ask
versaries if they have any of
it renounced; but the ques-
establishes the revoke, if it is
rtner who has renounced in

When your partner renounces a suit, never fail to ask him whether he is sure that he has none of it. If he revokes, and you have neglected this precaution, the fault is as much yours as it is his.—*James Clay* [*L. O+*].

Returning the Lead.—Leading back the suit led, particularly your partner's. It is highly important to inform the latter of your strength or weakness in the suit, in order that he may calculate how many cards in it the adversaries hold. It is a universally accepted rule to lead him back the lowest, if you held originally four or more, and the highest if you held originally but three. Holding the master card you return it to him first of all, irrespective of the number you hold. Holding second and third best, return the second best. Unless you have trump strength enough to lead them, or hold the master card in partner's suit, it is well to lead from your own best suit, and thereby indicate it to him, before returning his original lead.

Of course, if partner is making a forced lead, or leading from evident weakness, you do not return his lead, but play your own hand.

Not a word is said about returning partner's lead by Hoyle, which would seem to indicate that there was no general rule in his day, and that the idea of partnership in the game was not yet fully developed. Payne, who published his "Maxims" shortly after Hoyle's death, gives but three lines to this important subject. Writing in 1770, he says: "In returning your partner's lead, play the best you have when you hold but three originally." He does not say what the player is to do when holding more than three, and "Cavendish" thinks that from his curt way of putting the matter, no serious value was attached to the proposition.

Mathews, in 1804, is also very brief, saying: "With three, return the highest; with four, the lowest of your partner's lead." Neither does he give any reason for this advice.

It was not until after the middle of this century that the theory of returned leads, or returning partner's lead, emerged from this crude and unsatisfactory condition. There is no reference to it in Bohn's "Hand-book of Games," published in 1850. "Cælebs," in 1858, has the following observation: "With less than four originally of partner's aggressive lead, there is rarely any profit in finessing; in any event, the next highest should generally be returned." "Cavendish" interprets this to mean: "Having three of partner's suit do not finesse, and, having played highest, return the higher of the two remaining. The word 'generally,' however, shows there was no constant rule in 1858, even at the Portland Club, from which the author dates."

It remained for "Cavendish" ("Laws and Principles of Whist," 1862) and Clay ("Short Whist," 1864) to lay down and explain a positive rule for the return of partner's lead. "Cavendish," in *Whist* for April, 1897, in commenting on Clay's remarks on the subject, says: "He [Clay] gives the rule, return highest of three, lowest of four, and notes the exception in the case of holding the winning card, when it is to be returned irrespective of number. He then proceeds: 'The foregoing is, of all similar rules, to my mind the most important for the observance of whist-players.' He next gives the theory, and explains how 'careful attention to this rule * * * assists your partner to count your hand.' It seems strange that up to this period writers on whist either ignored such an elementary rule al or put it as one to be obse casual sort of way, or briefly and without comm

"But the rule is not wit ceptions, and it may be th ception of possible ex induced caution. It is now to examine what are to be all the exceptions.

"The winning card is returned without regard to This is so obvious, if you win tricks, that it can h deemed an exception.

"Holding second and t and a small one, the retu second best, for two rea keeping the high cards, suit may be blocked if he more than four; or, if par from a long suit of weak c return of the small card m fourth best and best t against. It is perhaps a st language to call this mode an exception.

"When partner's lead i from a suit of more than you held four originally, in cards that may block, ret highest. Thus: north's le three, second hand play south plays king; fourth plays seven. In the course o all the trumps come out, an clear that neither east no would have been justified in mencing a trump call in a suit. North may, therefo credited with the two of h and with having led from fi is now south's lead. His o holding was king, knave, ten He should return the knav complete the illustration, a north's original holding was eight, six, three, two; that having played the four, n with ace, nine; that north card of re-entry out of his o

outh has a card of re- suit east will probably

it of this is when second enounced north's origi- It may then be right to trengthening card with two of the suit remain- will generally be a ques- gment, and no rule can m.

partner's lead is a high cking with four in suit on the first round. It vertheless, be borne in he highest of those re- s to be returned, second is is such a well-known , that perhaps the word hardly applies.

is one other exception ncerned with the trump , if not altogether. It ing an established suit partner holds none, if ds a trump, and you ible card of re-entry in l not in any other suit, rumps originally, return trump, For example: say diamonds from ace, e, nine, with or without follow suit to the ace. mond next led, south howing he has no more and fourth hand wins Spades being trumps, leads hearts or clubs; ns the lead, and leads a p. North's holding is e, and one small trump; ave; west wins with ace, ither a heart or a club, wins. North has no d of re-entry other than umps. It is so necessary have the lead after the d of trumps, that he rn the small trump. rsion to rules loaded xtions is well known. But, of the five exceptions noted, it is doubtful whether three, being rules of play, can properly be classed as 'exceptions.' The other two are certainly exceptional, but they depend on the fall of the cards, and can only occur after the whole scheme has been declared. All whist-players know well that, at late periods of a hand, all rules of play may frequently be departed from with advantage." (See, also, "Four Signal," "Trumps, Returning," and "Unblocking.")

On partner's original lead, in plain suits, winning with as low a card as a queen, avoid (if numerically weak) returning the suit, unless holding a higher card. It is even more desirable to return an adversary's lead.—*Kate Wheelock* [*L. A.*], "*Whist Rules*," *Second Edition.*

There is scarcely any more obnoxious rule at whist than that which many good players of their own hands insist upon, that partner's lead should almost at once be returned. The player who always returns your lead at once, is more annoying even than the one who, when the right time has come for returning it, insists on keeping to his own suit.—*R. A. Proctor* [*L. O.*].

Reverse Discard.—A. W. Drayson, in the fifth edition of his "Art of Practical Whist," lays down this rule: "When discarding and wishing to give the opposite meaning to the usual discard indication, reverse the order, that is, signal, and it indicates the reverse of the usual discard."

Many of our best players who are not using Drayson's * * * reverse discard, signal to show strength in that suit. —*Kate Wheelock* [*L. A.*], "*Whist Rules*," *1896.*

Some players use what is called the reverse discard; a signal in one suit meaning weakness in it, and an invitation to lead another. This avoids the necessity for using the good suit for signaling purposes.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Revoke.—A revoke is a renounce in error not corrected in time. It

consists in playing a card of another suit while holding a card of the suit led, and not correcting the mistake before the trick is turned. To thus hold back a card that should be played, and play another in its place, subjects the player to the heaviest penalty there is in whist. The English code is particularly severe, entailing a penalty of three tricks, which the non-revoking players may exact in any one of three different ways. The American code provides for a penalty of two tricks to be taken from the revoking side and transferred to the score of the non-revoking players. The revoke must be claimed before the cards are cut for the next deal. In duplicate whist a revoke cannot be claimed after the last trick of the deal in which it occurred has been turned, and the scores of that deal have been recorded.

We have no hesitation in declaring that there is no circumstance which tends to more confusion in whist than a revoke. It is altogether repugnant to the principles of the game. This fault requires a severe chastisement.—*Deschapelles* [*O.*], "*Laws*," *Section 8.*

A player revokes when he fails to follow suit, though able to do so, or when he refuses to comply with a performable penalty. The term is generally confined to trumping a suit of which the player still holds one or more cards.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

Revokes are not half so frequent as they were when players relied on their partners to help protect them by asking if they had no more of the suit. Self-reliance is a much greater protection from error than reliance on others.—*Cassius M. Paine* [*L. A.*], *Whist, December, 1894.*

I am aware of the fact, however, that sometimes people have queer notions about the morality of certain things done at the card-table. For instance, both Deschapelles and Carlyon contended that one could not revoke on purpose, but after having done so inadvertently it was perfectly proper to make a second or third revoke in order to conceal the first.—*Theodore Schwarz* [*L. A.*].

By the English code, either
penalties may be enacted for a
viz.: the non-revoking players
three to their score, they ma
three from the score of the revok
ers, or they may take three tru
the revoking players and add
their own. By the American
so, there is only one penalty,
" transfer of two tricks from
voking side to their adversaries
again, is a considerable reducti
penalty, and in more than one
may be no penalty at all. For
suppose both sides are at the
four. One side wins three by can
wins game, the value of the gam
three; but it is found the other
revoked. The revoking side is
suffer for this revoke, as the ad
two tricks makes no differenc
would also hold good if the
players were at any other score
non-revoking players won game
the aid of the penalty for the
Considering how frequently a
fails to be discovered, I think th
should be very severe.—*A. W.*
[*L.+A.+*], "*Whist Laws and W
sions.*"

We now come to an importan
the penalty for revoking, whic
Drayson thinks too lenient.
less severe than the English re
two causes: (1) Because the c
following as they did all thr
revision, the line of simplific
away with all optional alternati
ties; (2) because it was deem
compensation should be given
withdrawal of the right which
formerly had of asking him
whether he had any of the suit
by him—a nerve-trying ques
we were glad to have the oppo
abate. I can well understand
that this right must stand
short, honor-counting game is
a detected revoke must, in a
cases, be equivalent to the
game. The committee having
adopt but one penalty, and th
one, the question arose, which
it be? The one providing for
tion of points from the sc
offenders was dismissed as
legislation to interfere with ve
and savoring a little too much
such a case as given by Genera
of vindictiveness, by sanctioni
erally reprobated act of "strik
when he is down." Of the t
ing penalties (and after ser
sition) the one providing for t
of two tricks was adopted. I a
lon, much the better penalty wou
been the adding of two points to th

on-offending side.—*N. B. Trist Whist, August, 1895.*

ce is a renounce in error not cor- time. A player renounces in en, holding one or more cards of ed, he plays a card of a different

unce in error may be corrected ayer making it, before the trick it occurs has been turned and unless either he or his partner, in his right turn or otherwise, r played to the following trick, his partner has asked whether has any of the suit renounced. ayer corrects his mistake in time a revoke, the card improperly y him is liable to be called; any players, who have played after withdraw their cards and sub- hers; the cards so withdrawn are e to be called.

nalty of revoking is the transfer ricks from the revoking side to rersaries; it can be enforced for revokes as occur during the he revoking side cannot win the that hand; if both sides revoke, an win the game in that hand.

voking player and his partner ire the hand, in which the re- been made, to be played out, e all points made by them up to of six.

end of a hand, the claimants of a ay search all the tricks. If the re been mixed the claim may be id proved, if possible; but no necessary, and the revoke is es- , if, after it has been claimed, ed player or his partner mixes before they have been exam- ie satisfaction of the adversaries. roke can be claimed at any time e cards have been presented and ie following deal, but not there- *ws of Whist* (*American Code*), 8–33. (See, also, English Code, 71–82.)

art, John. — A distin- whist-player and disciple hapelles. He was born in Loraine in 1819, and received cation in part at the College :. Later he attended the ium of Treves, and, having to study for the bar, he be- student at the law school in He remained in that city n years, practicing his profession. While a student law school he accidentally happened to cut into a table at whist where Deschapelles was one of the players, and at once attracted the attention of the great master, who, conceiving a liking for him, took considerable pains in coaching him upon the game, and finally was wont to choose him as a partner in some of his important matches. Mr. Rheinart stated in after years that he never had any interest in the stakes which were played for, but that Deschapelles was in the habit of making heavy bets upon the game. In the course of a reminiscence, published in *Whist* for July, 1891, he speaks as follows of his first introduction to the game: "With his permission, I watched daily Deschapelles's play, read what he had written on whist, and frequently asked for information when the coup was too mysterious for my understanding. In his explanation, which he very cheerfully gave, he displayed so much clearness, shrewdness, and originality that my enthusiasm for the game was awakened, and I became a whist-player."

In 1848 Mr. Rheinart became involved in French politics to an extent which, upon the establishment of the empire, made it convenient for him to withdraw from his native land. He thereupon came to America in 1850, and returned home in 1851; but in 1852 he came again, and settled in Washington county, Iowa, where he continued the practice of law, becoming a leader of the bar of his State and amassing a comfortable fortune. In 1878 he revisited Paris, as one of the United States Commissioners to the World's Fair. In 1880 he retired from the practice of his profession and removed to Milwaukee, where he became a member of the Milwaukee Whist Club. He at once took an active and leading

part in its affairs, and probably did more than any other man in bringing its members up to the high standard of play which they held in the eighties. With Eugene S. Elliott and H. M. Northrup, he constituted the first committee on amusement of the Milwaukee Whist Club, which committee inaugurated the first whist tournament known to the game, in 1880, and this tournament resulted in the formation of the American Whist League eleven years later, when the enthusiasm of the Milwaukee players made a national tournament or congress possible. The Milwaukee Club was, in 1880, the only exclusive whist club in the world.

Mr. Rheinart's health failing, he removed to California, in 1892, settling at Los Angeles. There his wife died June 24, 1893, and there he himself also passed peacefully away on April 21, 1894.

As a partner and follower of Deschapelles, Mr. Rheinart's style of play becomes a matter of special interest to whist-players, reflecting as it did that of his illustrious mentor. Eugene S. Elliott, who was intimately associated with him in the Milwaukee Whist Club, informs us that "Mr. Rheinart was well up in the modern game, but did not hesitate to violate any of its rules when occasion required. He had," continues Mr. Elliott, "an almost perfect whist memory, and a remarkably accurate judgment. Ordinarily he would lead from his long suit, in accordance with modern play, though I do not know that he was an admirer of the fourth-best leads. When playing with a partner of that school he would ordinarily adopt them, however. With a fair suit of trumps, and a weak plain suit, a favorite lead of his was from knave singleton, or knave and one, and he rarely led knave except under such conditions."

Charles S. Boutcher, who pl against him at Milwaukee, in says of him in "Whist Sketc "Mr. Rheinhart is the Nest the Milwaukee Club, which ac him the rank of its best playe his whist-play he follows the established principles of the as to the establishment of suits, etc., but he will not tie self down to the modern re ment of uniformity in the or lead. He will deviate when, judgment, the interest of his demands it, but his departu this regard is that of the expert not the tyro, who has no d purpose than the hope of a Mr. Rheinart has a rare facul reading the combinations contending against, and he cises great skill in directin forces in his hand to meet t This insight into strategic tions makes him a most formi opponent, and the ordinary p who follows conventions, or o wise, has no show in a s against him. Personally, Rheinart is an accomplished tleman to meet, with the co of his race, but which with h part of his genial nature, and taneous. Apart from his mos terestiug whist career, he is a ble and fascinating man to m

R. F. Foster took down a nu of hands played at Mr. Rhei table, at the first congress o American Whist League (Mi kee, 1891), and one of these h is published, with comments b Boutcher. Hearts are trump (W. W. Wright) and B (Rheinart) are partners, again (C. D. P. Hamilton) and Z (Boutcher). The underlined wins the trick, and the card it is the next one led:

A	Y	B	Z
4	♣ 3	♣ J	♣ K
K	♡ 8	♡ 5	♡ 2
3 ◇	2 ◇	K ◇	4 ◇
7	♣ 6	♣ 5	♣ A
6 ◇	A ◇	8 ◇	10 ◇
9 ◇	5 ◇	J ◇	♡ 4
4 ♠	♣ 9	♣ Q	♣ 2
6	♡ 10	♣ 8	♣ 10
Q ◇	7 ◇	♡ 9	♡ Q
6 ♠	2 ♠	3 ♠	♣ 7
7 ♠	8 ♠	9 ♠	A ♠
J	J ♠	10 ♠	5 ♠
A	K ♠	Q ♠	♡ 8

Score: A-B, 6; Y-Z, 7.

Boutcher's comments were:
k 1.—The original lead of ngleton by A is a good illus- ı of the tactics so popular hese old-school players of the ukee Club. * * *
k 4.—A gets in a little trump.
k 6.—Y reads the queen of with B, and the best diamond ., and the strength of trumps t them, as Z showed but four lead of two. To return the would be fatal. The lead diamond, to be taken by Z, ı turn must return a club, ng the lead into B's hand, e may lead a club or a spade was Y's intent.
k 8.—A and B failed to take situation here, and played as hoped they would when at six he led the five of dia- . B should unquestionably led the nine of hearts h Z, reading the probable with A over Z. Y could not strength of trumps, or he most likely have returned the trump. Had B led the nine of hearts here A-B would have scored two by cards. A, however, could still have saved the odd trick from the wreck had he properly trumped with the knave. The six must lose if Y had a trump.

Trick 10.—A should have trumped this thirteener, drawn the last trump from Z, and trusted to B taking the needed trick in spades.

Trick 11.—Z leads the ace of spades to make the odd, as A must have just one spade.

A much better example of Mr. Rheinart's play, and one that does his whist genius greater justice, is kindly furnished us by Mr. Foster from his records, as one of the very best in his collection. It is a hand at straight whist, five points up, played at the Milwaukee Whist Club, April 17, 1891. Rufus Allen (A), and Eugene S. Elliott (B) were partners against R. F. Foster (Y) and John Rheinart (Z). The score stood: A-B, 4; Y-Z, 0. The three of hearts was turned by Z; A led, and the play was as follows:

Tricks.	A	Y	B	Z
1	Q ◇	K ◇	2 ◇	5 ◇
2	♣ 3	♣ 6	♣ K	♣ A
3	♡ 5	♡ 2	♡ 4	♡ A
4	♡ Q	♡ 6	♡ 9	♡ 3
5	J ◇	2 ♠	3 ◇	A ◇
6	♣ J	♣ Q	♣ 4	♣ 10
7	♡ K	♡ 7	♡ J	3 ♠
8	4 ◇	8 ♠	7 ◇	10 ◇
9	♣ 5	♣ 7	8 ◇	♣ 2
10	♣ 8	♣ 9	9 ◇	6 ◇
11	4 ♠	A ♠	9 ♠	6 ♠
12	5 ♠	♡ 10	10 ♠	7 ♠
13	K ♠	♡ 8	J ♠	Q ♠

Score: Y-Z, 5 by cards and game.

Foster's comments on the hand are as follows: "B's play of king second hand is Milwaukee style. Z's trump-lead shows the master. At trick six A covers with the imperfect fourchette. At trick eight Y knows he must lose a club trick, unless Z can get in again to lead the club deuce (marked in his hand), through A's guarded eight. Z's discard of a spade, at trick seven, marks him with a possible trick in diamonds."

Concerning Mr. Rheinart's play in general, Mr. Foster says: "In my opinion, John Rheinart was in advance of his time in this country, and played what we now know as 'common sense' whist. We were too much wrapped up in 'Cavendish' and American leads to appreciate him while he was among us." Speaking of him personally, Mr. Elliott says: "He was a man of rare culture, of wide reading, a gentleman by birth, instinct and education, and a man who would have taken a prominent place in any community."

Rhyming Rules.—There was published in France, about 1854, a set of whist rules in verse, entitled "Principes Généraux du Jeu de Whist," in which the second rule was stated as follows:

Montrez au partenaire en quoi vous êtes fort,
Et mariez vos jeux d'un mutuel accord.

These verses were said to have been written by a general of artillery, and it has been surmised that it may have been General Baron de Vautré, the author of the "Génie du Whist."

The celebrated English "Rhyming Rules," by Dr. William Pole, were first published as prose maxims, in March, 1864. They were printed on a card and entitled, "Pocket Precepts." The the rhyming form, later a was taken from the French sition above alluded t "Rhyming Rules" are pr in Pole's "Theory of and a still later set of Rhymes" appear in his " phy of Whist." These the present English game "Rhyming Rules" read lows:

If you the modern game of wh
know,
From this great principle its
flow:
Treat your own hand as to your
joined,
And play, not one alone, but
bined.

Your first lead makes your pa
derstand
What is the chief component
hand;
And hence there is necessity th
est
That your first lead be from
that's *longest.*

In this, with *ace* and *king*, lead *
ace;*
With *king* and *queen*, *king* also
place;
With *ace*, *queen*, *knave*, lead *ace*
the *queen;*
With *ace*, *four small ones*, *ace* sho
be seen.

With *queen*, *knave*, *ten*, you let
precede;
In other cases you the lowest lea
Ere you return your friend's
suit play;
But *trumps you must return* wh
lay.

When you return your partner
take pains
To lead him back the *best* your h
tains.
If you received *not more than*
first;
If you had more, you may ret
worst.

But if you hold the *master* card
bound,
In most cases, to play it *second*
Whene'er you want a lead, th
wrong
To lead *up to the weak*, or thro
strong.

hand, your *lowest* should be
ed,
i mean, "trump signal" to be
e;
ve *king and queen*, or *ace and*
of these will be the proper
g.

l the rules for *trumps*, you'll
i need them:
i hold *five* 'tis *always* right to
them;
ead won't come in time to you,
al to your partner so to do.

> for your partner a trump re-
t,
with less than four, play out
best.
rough honors turned up is bad
u want the trump suit cleared
r.

ond hand, a doubtful trick you
up it if you *hold more trumps*
three;
ig three or less, trump fear-
y.

sk in trumps yourself, don't
your friend,
i force the *adverse* strong trump
L.

ices, stern custom has decreed
st you must play, if you don't
discard, weak suits you ought
oose.
ones are too valuable to lose.

"Rhyming Rules" were
ied in McIntosh's "Modern
Utica, N. Y., 1888), "with
i and emendations by T.
A revised version, made to
American game, was pub-
John T. Mitchell, in *Whist*
mber, 1892, and, with fur-
iges, embodied in his book
licate Whist" (1897). Mr.
's version is as follows:

fin de siècle game of whist would
w.
i great principle its precepts
ly flow:
and second leads let partner
rstand,
tity and quality of suit in hand.

With ace, king, queen, and knave, the
lead's the knave or king;
With ace and king and queen, the queen
or king's the thing;
With ace and king, the ace or king—the
king if four,
The first of these if you have five in suit
or more.

With king and queen and knave, with or
without the ten,
With four lead king, with five or more the
knave lead then;
With king and queen and two, the king
should first be seen;
With king and queen and three, the first
lead is the queen.

With queen and knave and ten, with or
without the nine;
First lead the ten; with four, the queen is
next in line;
But holding five or more, with knave you
next proceed,
Though holding four with nine, the nine's
the second lead.

With ace and queen and knave, with or
without the ten,
The first lead is the ace, with queen you
follow then,
If only four in suit; with five, the knave's
the play;
Though holding ten alone, follow with
ten, they say.

(These secondary leads are on this basis
played—
Indifferent high cards to tell the tale are
made;
The lower of two shows five, the higher
only four;
The middle of three shows five, the low-
est six or more.)

With ace and six, ace-queen or knave and
three, lead ace;
The fourth best is the lead in every other
case.
In trumps don't lead high from ace-king,
ace-queen, ace-knave, king-queen,
Unless originally six in suit are seen.

When you your partner's plain-suit lead
return, take pains
To lead him back the very best your hand
contains;
That is, if you received not more than
four at first;
If you had more than that, you may re-
turn the worst.

In trumps, you lead him back the best
with three or less,
The worst with four or more unless you
ace possess.

Your partner do not force, if you in trumps are weak,
Unless it is quite plain a force he's tried to seek.

Whene'er you want a lead, you'll find 'tis seldom wrong,
To lead up to the weak, or (sometimes) through the strong;
Still, in the course of play, you often will find need
To twist this rule around so you can throw the lead.

When you discard, cards from weak suits you ought to choose,
For those in strong ones are too valuable to lose,
But should you discard from strong suit to guard your hand,
Then signal with the cards you throw, to show command.

To lead through honors turned is culpably bad play,
Unless you wish to have the trump suit cleared away.
When adversaries try that scheme of leading through,
Don't keep command too long, or else the play you'll rue.

Mind well the rule for trumps, 'tis seldom wrong to lead them—
When you hold five with one, or four with honors two,
And if the chance to lead won't come in time to you,
Then you must signal to your partner so to do.

When, second hand, you hold one honor and one small,
Don't jump in with the high unless you mean to call;
And when, in that same place, a doubtful trick you see,
Don't trump it if in trumps you hold more cards than three.

But if you're fourth in hand, don't fail a trick to take,
Because you have four trumps, and one long suit to make.
For sequences, remember, custom has decreed,
That lowest of them you must play, when not your lead.

Don t get too bad a case of the unblocking craze
Or else you'll forfeit tricks in foolishest of ways;
Retain the lowest card of four for the fourth round,
But don't take partner's trick unless you know your ground.

In making opening leads, select you that's longest—
For cards to bring it in you may re your strongest.
Stick closely to these rules and whe "strike your gait,"
You'll not lose many tricks at "strai or "duplicate."

Another set of very clever rh ing rules, by Rev. Francis R Drew, senior mathematical m at Malvern College, England, h for many years in the card-r of the Malvern Club. They headed "Old Bumble's Ar Whist," and W. P. Courtney, i "English Whist and Whist l ers," says they "are worthy more extensive circulation they have yet received." In a small volume, entitled "W in Rhymes for Modern Tim was published in London under name of "A. Thistlewood." author was David Johnson B Brair, of Edinburgh, solicitor, died in 1893. On January 1, 1 there appeared in the *Westmin Papers*, London, some lines of kind, by F. L. Slous, which been privately printed as earl 1832. They bore the title, Quiet Rubber of Whist." another set of rhyming rules peared in New York, in 1888, i eleven-page booklet, entit "Whist Rules for Leads Rhyme," by Anna C. Clapp. latest rhyming rules that h come under our notice are by Henry E. Wallace (*q. v.*). lished in a neat folder, under pen name of Margaretta Weth Wallace. They are entitled "An can Whist Leads in Rhyme," run as follows:

Lead ace, and follow with the kin show
A suit of five, three cards the queen low.
In trumps this play most incorrect w be
If knave were not among the h three.

ace, and follow after with the queen,
mall card with the knave will now
be seen;
the ace is followed by the knave,
small ones with the queen you'll
surely have.

en, will always show a suit of four,
queen and knave exactly, but no
more.
ace again, and follow with fourth
best,
cards below the ace will then be
guessed.

ding king a suit of four you'll find,
ace in front or else the queen be-
hind.
imps king may be even led from
three;
ther cards must then both honors
be.

g goes out and follows with the ace,
show two small ones only have
next place;
hould the king be followed by the
lady,
ttle card and ace are likely ready.

the ace be missing from your
hand,
king, then queen, and all will un-
derstand
two small cards still in that suit
remain.
eful how you lead from it again.

ding king you next the knave
should play,
ace and queen may later lead the
way;
hould the ace be not your suit
among,
ing, then knave, if you hold queen
and one.

next king leads, he follows with
the ten,
shows exactly queen and knave
again,
ould a lower card than ten appear,
mall card headed by the queen is
here.

ajesty comes forth in manner bold;
ards above and two below you hold.
omes from suit of five you will
divine,
she's followed by the knave or
nine.

ad her out, and later let ace fall,
king, two cards are yours, but both
are small;
ould she next be followed by the
king,
little cards and ace you forth will
bring.

Without the ace the play is just the same.
Lead queen, then king, and three small
cards remain.
The queen now bids his majesty farewell;
Play queen and knave, the ten and one to
tell.

First queen, then ten; this will your part-
ner show,
With knave, two little cards the ten be-
low.
Queen followed by the nine shows knave
and ten,
A suit of four you will behold again.

Queen, followed by a lower card than
nine,
With king, two cards below the queen are
thine.
Thus by observing closely we descry
That king is absent when the knave is
nigh.

To lead the knave alone you'd hardly
dare,
Unless supported by the royal pair.
This rule to trumps, however, don't
apply;
Knave leads when only ten and nine are
by.

Knave, followed by the ace, shows king,
queen, one.
King takes A's place, and one more card
is shown.
But even if the ace should now be lacking,
Play knave, then king, with queen and
two cards backing.

Lead knave, then queen to show a gener-
ous suit:
Ace, king, and three indifferent cards to
boot.
But even if the ace you now should miss,
The play would still remain the same as
this.

We now are coming to the lead of ten;
Ace, queen we lack, but always find the
men;
While one or more small cards you also
hold.
By second play the number can be told.

You play the ten, and if the ace should
fall,
King next; if not, the lowest card of all.
If by this play you force the queen, lead
king
In hopes that thus the knave to power
you'll bring.

To show your friend a suit of five, there'd
be
Both king and knave, with others, two or
three;
Lead ten, then knave, to show the cards
have strength.
The knave here tells us that the suit has
length.

If you a lower card than ten should lead,
The fourth best it should be, all are agreed.
The number led from, and the combination,
Are only known by later observation.

Mrs. Wallace has also reduced third-hand play and unblocking to rhyme, as follows:

On partner's lead of ace, queen, jack, ten, nine,
With four exactly play third best of thine:
Whene'er his lead shows cards with him are found
His suit protecting three full times around
Next play the card that's second from the top.
Keep small card last or else his lead you'll stop.
If with unblocking you would also call,
You do this with the middle cards of all.

Ace, king, two small, third best on partner's queen
On second round let king be surely seen,
Ace, king, one small, king on the queen you place:
While second time you follow with the ace.
Ace, jack, two small on queen again third best,
Then ace. You'll partner find of king possessed.
Ace, jack. On any card let high one go.
Ace and two small. On honor led play low;
Except on ten, for then the play is high.
Keep small one to return him by and by.
Ace, one The ace upon the jack you bring—
It's too expensive on the queen or king.

With king queen, jack, small, jack and then the lady,
If jack you lack for ace third best have ready.
This rule's for honors. If the lead be ten
Play low, and after send the jack again.
King, jack, two small, third best on ace, then jack.
But play is low if one small card you lack.
King small. On any honor play is low;
But if the ten is led king has to go.

Queen, jack, two small. On ace third best you play.
On second round let jack no longer stay.
Queen and two small. On honor led play small,
But second round the queen must surely fall:

If these few rules you miss or disreg
Perhaps you'll block your partner's
card.
Unblocking has another use to heed
By it his suit can partner plainly rea

Rotary Discard. — A mode discarding whereby the four s are given an arbitrary order, as discard from one means strea in the next one in order, the i being to enable the player to i cate his strong suit without w ening it. This discard was proposed and advocated by P Tormey, before the San Franc Whist Club, in an address p lished in *Whist* for January, 1 Mr. Tormey took the long fami arrangement of the cards—spa hearts, clubs, diamonds—and s gested that a player strong hearts, and weak in spades, card a spade, thereby declar strength in hearts. If strong clubs, he discards a heart; if str in diamonds, he discards a cl and if strong in spades, he disca a diamond, and thus, in rotati he is able to indicate strength any suit, at the same time obs ing the maxim, that discards sho be generally made from weak su The trump suit is dropped out consideration in the arrangeme For example, if hearts are trum and clubs are your strongest suit, indicate it by discarding a spad

The rotary discard has cau much discussion since its introd tion by Mr. Tormey. Many play have experimented with it fo time, and then dropped it, on ground that it frequently forces discard from a suit which it expensive to touch. Others c tinue to give it their adheren and it is a notable fact that Mes McCay and Smith, who won pair championship in 1896, ployed it. "Cavendish" conde it as a fad.

ıe fall of 1897, the team from iladelphia Whist Club gave tary discard a trial in the s for the Challenge Trophy, ployed it only when unable w suit on a trump lead made partner, no other suit hav- en led. A member of that rrote as follows concerning ıe latter part of November: e my experience is not as ficiently extensive to justify ırging it too strongly, yet I y that, so far, I have seen it ite a number of tricks with- ring a loss scored against it; believe in the long run it ove a decided gainer, and we are much older will pted as conventional. Of it must be understood, that eferring to the adoption of ary discard only when the has opened trump as the lead of the hand, and no uit has been led. If a plain s been led, even for but one I believe the use of the is unnecessary, as a discard eakness will point the strong st as accurately, and its ex- beyond the limit given to me sure to entail confu- isunderstanding, and loss." objection urged against the is, that by changing the f rotation, by private agree- ı team might puzzle its op- s and gain an advantage. ractice would, however, be al as any other private con- (*q. v.*), and subject the rs to the same penalty.

liscard] is complicated, but as it mes used in test matches to puz- opponents, it is well to under- e principle.—*Emma D. Andrews "The X Y Z of Whist."*

iscard * * * has had its fol- nce the fifth congress, and as it s both weakness and strength in ical terms, it is certainly entitled to respectful consideration.—*John T. Mitchell* [*L. A.*], *"Duplicate Whist and Modern Leads."*

The rotary discard is beneath notice. Take the suits in any agreed on order, and discard from the one next to that which partner is to lead, jumping the trump suit. A short trial will prove the inefficiency of this fad.—*"Cavendish"* [*L. A.*], *Scribner's Magazine, July, 1897.*

It is simply this: On your discard you say, by playing one card only: "In this suit I am weak; in the next higher one in hand I am strong." This idea is taken from a Mexican game. * * * This mode of discarding endows your card with *two-fold* information. Whether it is good or bad whist-play, I leave it to better judges than I to adjudicate.—*P. J. Tormey* [*L. A.*], *Whist, January, 1895.*

We cannot agree with Mr. Tormey's idea that it is always best to discard from the weakest suit; in fact, we think this is the one point in whist where inference should be drawn with great latitude, because it is so often necessary to make a protective discard. * * * Mr. Tormey's plan of discard, in the order of suits, may be easily conceived to make the information more definite, but to be reliable, it must be adhered to strictly, and that would often impose sacrifices by unguarding short suits, which we think would be destructive of good whist.—*Cassius M. Paine* [*L. A.*], *Whist, January, 1895.*

It has been tried by different teams at various times, and, as a rule, abandoned for the reason that it frequently forced a discard from a suit that it was expensive to touch. The limited use made of it by the Philadelphia team is not liable to that objection, however, and it gives to a partner with a strong hand the most important and accurate information at once. It frequently saves him from wasting a trump by making an extra lead to get a second discard, and when the length in trumps does not warrant an extra lead, it saves the trump leader the necessity of guessing between two suits as to which his partner desires to have led. —*Milton C. Work* [*L. A. H.*], *Philadelphia Press, November 24, 1897.*

Round, A.—Every four cards played in succession; a trick.

Rubber.—Two games won out of three played in succession. The rubber applies only to the English five-point game, with honors counting, and section 1 of the English

code provides that if the first two games are won by the same players, the third game is not played. The decisive game is called the rubber game. The American code substitutes single games for the rubber. (See, also, "American and English Laws.")

When one game has been won on each side, a third is required to decide the rubber; if, on the contrary, the two games have been won by the same side, the rubber is finished, and a fresh one is commenced. * * * A rubber means two out of three consecutive games.—*Deschapelles* [*O.*], "*Laws*," *Section 50.*

"Rubber, a Very Quiet."—James Payn, in his volume, "High Spirits," tells the story of four players, two men and two elderly spinsters, residing in the same town, who were wont to meet night after night for a quiet rubber at whist. Gradually death claims them, one after another, but the spirit of gentility precludes the survivors from admitting to a place in the set the local auctioneer and undertaker, who, however, hopes in spite of every disappointment, to be finally received into the charmed circle. But every renewal of hope only ends in disappointment, and at last only one of the players is left. She, too, passes away, and at her request, her last two packs of cards are buried with her. Thus ends what the novelist has designated as "A Very Quiet Rubber."

Rubber Points.—In the English or five-point game, with honors, the final count determining winnings or losses is by rubber points. The winners of a game count three rubber points if they win a treble—*i. e.*, if they score five points in that game against nothing by their adversaries. They mark two rubber points if they win a double—*i. e.*, if the adversaries have s only one or two points in the They mark one rubber point i win a single—*i. e.*, if their ad ries have scored three or four to their five in the game. Th winning the rubber (two o three games) add two more r points for that achievement. value of all the rubber po next determined by deducting the winners' score whatever r points may have been ma their adversaries. The balan rubber points must be settle by the losers at whatever sta rubber point has previously agreed upon or understood. arate stake upon the rubber (the best two out of three) sometimes played for.

Ruff.—To ruff means to t The word is from the French r and at first had the meanin point at piquet. Next we f used in the old English gam sembling whist, in which it w to discard. Later it obtain present meaning. A cros means to trump alternately. partners lead suits for that pu (See, "Trump.")

Never ruff an uncertain card, if s or omit doing so if weak in tru *Thomas Matthews* [*L. O.*], "*Advice Young Whist-Player*," *1809.*

"Ruff and Honours." ancient game concerning w Charles Cotton, in his "Com Gamester" (1674), says: "Wh a game not much different this." "Ruff and honours" played with a pack of fift cards, the ace ranking the hi There were four players, two partners against the other Each player received twelve the remaining four were left "stock" on the table, and th

turned up t[illegible] termine the suit. The player holding of trumps h[illegible] the privilege ıg the "stock" in exchange four cards in his hand, a[illegible]d eration was called "ruff- The score was nine, and y that won most tricks were forward to win the set." onors in th[illegible] hands of part- re reckoned equivalent to ks, and four honors to four. ys: "This came very near nd was, in fact, whist in an ct form."

ne of *triomphe*, or French ruff, be confused with the English trump, or ruff-and-honours, the ıor of our national game of otton clearly distinguishes be- e two, calling *triomphe* French and trump being synonymous), np *English* ruff-and-honours.— *sh*" [*L. A.*] "*Card Essays.*"

ıg Game.—A mode of play in which every opportunity to make tricks by trump- n the Howell (short-suit) the ruffing game is one of ns of strategy employed. It ıted by the original lead of ıt, seven, or six-spot from ly not more than two in ł the lead is said to be from p of nothing."

the usual strategy of the begin- it owes its attractiveness to the advantage of making your own ls, and of appropriating those of emary by trumping them.—*R. F. O.*], "*Whist Strategy*," *1894*.

ı.—The rules of whist are ceptı, maxims, and correct es which govern it, and nust be followed in order to rrectly. Nearly every rule has its important excep- ıd it is highly essential that t knowledge of these be also ł, so that the player may ıe rules, and when to disre- gard them. While the rules may be at times disregarded, no such latitude is allowed the player so far as the laws are concerned. If the laws of whist are infringed the penalty must be paid. A disregard of the rules may indirectly bring as serious consequences, or more so, in the loss of tricks in play.

The only rule of play which is absolutely general—play to win.—*R. A. Proctor* [*L. O.*]

In general, rules of play which are loaded with exceptions are almost as bad as no rule at all.—"*Cavendish*" [*L. A.*], "*Whist Developments.*"

Rules are for the majority of cases, not for exceptional positions, and a player is good, very good, or of the highest class, in proportion to the rapidity and acuteness with which he seises the occasion when rules must be disregarded.—*James Clay* [*L. O+*].

A good player ought to be acquainted not only with the rules themselves, but also with the reasoning on which they are founded, in order that he may be able to judge when they are not applicable as well as when they are.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

The masters of the game are those who follow the rules when they should, and disregard them when common sense, or their whist judgment, convinces them that they are at a point in play not provided for by any set rule.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Do not abuse the statement made in all good whist-books, that rules ought sometimes to be departed from. This is true; but to judge correctly when and how such departure should be made is one of the attributes of the very best players.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Running.—When players are on the defensive, or playing a hopeless game, they are, in modern parlance, said to be running.

Some ["common sense"] players play the ace from ace, king, and others to indicate that they are simply "running" for what tricks are in sight, and lead the king when they hope for a trump signal from partner, considering that in such an event the whole suit might possibly be brought in by the aid of partner's trump strength.—*W. A. Potter* [*S. O.*], *Providence Journal, August 1, 1897.*

"Russian Boston."—A variety of "boston." It contains a distinguishing feature known as "carte blanche," which is the same as "chicane" in "bridge." The order of the suits is diamonds, hearts, clubs, and spades. Honors are counted, and, as in "boston de Fontainbleau," a bid known as "piccolissimo" is introduced.

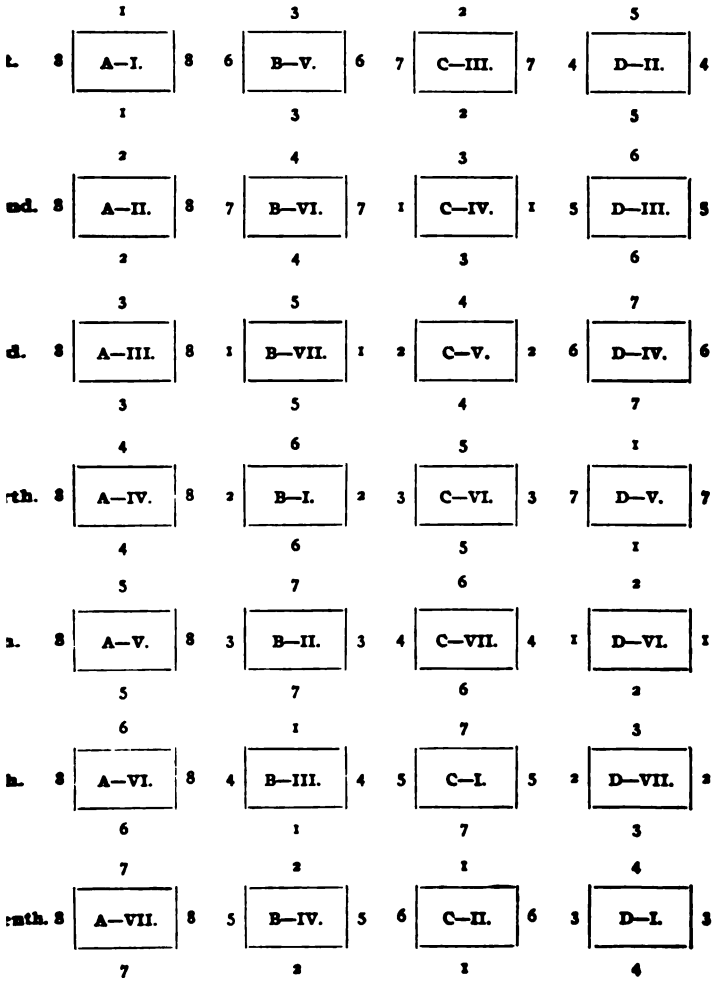
Safford, A. G.—Author of a valuable series of schedules for duplicate whist-play, and one of the earliest players to devote his talents to the improvement of the duplicate game, so far as the arrangement and movements of the players were concerned. Mr. Safford was born at St. Albans, Vt., August 17, 1844. He was educated at the University of Vermont, class of 1863, and received the degree of A. M. from that institution. He left college in 1862, and entered the military telegraph corps of the army, serving as chief operator of the Department of the South, and at the headquarters of General Grant, at City Point, Va., during the last year of the war.

After the war Mr. Safford took up the study of law. He was admitted to the bar in September, 1867, in his native State, and practiced there until 1886, when he removed to Washington, D. C., where he has since resided, and where he was solicitor for the Inter-state Commerce Commission from 1890 to 1896. He was also a member of the Senate of Vermont, from 1880 to 1882.

Mr. Safford belonged to a whist club in St. Albans, Vt., in 1882, and, upon removing to Washington, joined the Chess, Checkers, and Whist Club, the Capital Bicycle Club, and the Columbia Athletic Club, of that city, and the Manhattan Athletic Club, of New York, in all of which whist has been a special feature during the few years. He attended the congress of the American League, Milwaukee, 1891, and until 1896 a member of its board directors. He has played sionally in matches for the phies of the League, and as a ber of the Manhattan Athletic team played the first match occurring in this country aft organization of the League under its new rules of pl which time his team defeat Hamilton Club team, of Ph phia.

It will be remembered t the first congress of the L Orndorff's improved schedu teams of four was used for t time. Mr. Safford's attentio ing been drawn to the du game, he quickly saw the ne for correct and equitable m of arranging and movin players, individuals as w pairs, and teams of four. He the subject a study during hi moments, and the first resu sisted of formulas for moving twelve, and sixteen players were published in *Whist* fo uary, 1892, for the benefit lovers of the game. For five more he continued his labor in 1897 appeared his seri schedules for pairs which he the "comparative system." nute directions are given fo movements of the pairs and and the final comparative are quickly ascertained. B "comparative system" the p are arranged in pairs, and about at the different tables i a manner that each pair play with every other pair as ad ries, and each pair plays one or the other of every deal, a compared for results with the

ding the same cards. To accomh this without duplicating the ls is the special feature of the em, which may be illustrated by the following diagram for the movement of eight pairs of players, four tables, kindly sent us for this purpose by Mr. Safford:



The Arabic numerals indicate the number of the respective pairs, and the Roman numerals the number of the boards or trays; the tables are indicated by the letters "A," "B," etc.

If the plan is examined, it will be found that each pair meets every other pair as adversaries, and each pair has played one side or the other of every deal; and only seven boards or trays are required. Take deal No. 1, for example: Pair number one plays it north and south, at the first formation, against pair number eight; pair number six plays it north and south, at the fourth formation, against pair number two; pair number seven plays it north and south, at the sixth formation, against pair number five; pair number four plays it north and south, at the seventh formation, against pair number three.

It will be seen, therefore, that pairs one, six, seven, and four play the north and south cards of deal No. 1, and pairs eight, two, five, and three play the east and west cards of that deal, and the result of the playing of that particular deal is determined by comparing pairs numbers one, four, six, and seven with each other, and the remaining pairs with each other also. Further examination of the schedule will show that each pair plays one side or the other of every one of the seven deals, and holds the same cards with every other pair the same number of times. Score-cards are prepared, having in the left-hand table the location at each table of the particular pair for the several successive formations, the number of the board or tray played at that formation, and with a table beyond for extending the score of the deal, in a space under the number of the pair which plays the deal the same way as the particular pair. Such score-cards are prepa as many as sixty-four playe the formulas may be exten definitely, so as to include a players as may be gathe gether, and requiring but o in number of trays to be than there are number of p

Mr. Safford was the first t numbers to the pairs, and vide for the movement from tion to formation, by increas number of the player or pa ing at a particular position These formulas were pu from time to time, and M ford's method of designation generally employed in the f of schedules, whether indi pairs, or teams.

In his whist-play, Mr. Saf an advocate of old leads, a somewhat modified short-suit

Besides those who wrote aga system [of American leads], the those who opposed it in play. A ford, of the Capital Bicycle Club ington, took with him to the secon congress, held in New York in team of four men who did not be informatory leads of any sort gentlemen were Harry N. Low Wooten, W. T. Bingham, and Eakins, and they won the champ of the American Whist League ing fifteen of the strongest team world by the most decisive sc made at a tournament, although adversaries used the informatory of play.—*R. F. Foster* [*S. O. Illustrator, 1897.*

Saving the Game.—Prev the adversaries from going o hand. To play to save the is the cautious, defensive, ofte perate, play of the weak han the English five-point game, honors counting, playing t score is highly important, and ers must constantly be on the to save the game, if they can it. Saving the game is al some extent, important in

an seven-point game, hon- counting; but in duplicate where points, and not games, essential thing, saving the s an unknown term.
ngland, saving a point is r important consideration losing players. According rules, if one side wins the efore the other side scores a he winners count a game of oints, known as a treble; if ers are one up, the winners a double, or game of two if the losers manage to get icks, the winners only count e, or a game of one point. it is important, even though the game, to obtain one or icks, if possible.

save the game; that being as- lay to win the game. Don't with the game to see how many u can make, but if you want only k to save the game, take it as you can.—*A. J. McIntosh* [*L. A.*], *Whist and Portland Rules*," *1883.*

ust lose, in any event, unless finesse wins, and if one or more finesses win you may save the * * * When the forces against vidently irresistible, as one hand with the long trumps and a great des, there is no room for finesse. ave the master card, play it, es- if it will save the game.—*C. D. ilton* [*L. A.*], "*Modern Scientific*

ools, Whist in.—See, "Whist ducator."

ools of Whist.—Divisions t-players who adhere to the gs of this or that authority ructor. Broadly speaking, ho played the old ten-point ionors counting, with little ference to partnership play, id to belong to the old school le. Then came the school ie, of Mathews, of Clay, of idish," of Foster, of Howell, hers, each with important improvements or changes in play. A school of whist sometimes represents a distinct system, but various schools sometimes grow up on the same system or some slight variation. (See, "System.")

Schwarz, Theodore. — Third president of the American Whist League; was born in Baltimore, Md., January 12, 1839. He was the son of a physician, who removed to Philadelphia during the same year. In the latter city Theodore received his education, graduating from the High School in 1858. In 1874 he located in Chicago, where he has been actively engaged in the commission business ever since.

His whist career began, under the tuition of his father, at an early age, and he studied the game with all his heart, so that he is to-day one of the best-informed whist-players in this country, not only in regard to the literature of whist, but concerning the practice of the game in the past and present. He took a very active part in the formation of the American Whist League, and was elected corresponding secretary at its organization at Milwaukee in 1891, serving in that capacity until 1894. He was chairman of the committee on laws which framed the American code, adopted by the League in 1893, and has contributed several valuable articles on the subject of the laws to *Whist*. He was elected vice-president of the League in 1894, and president in 1895.

Mr. Schwarz also took an active part in the formation of the Chicago Whist Club, and served as its president from 1891 to 1894. He is a firm adherent of the long-suit game and American leads.

Science or Art?—The question, Is whist a science or an art? is

answered by Pole: "It is both." Foster discerns two kinds of whist-players, the scientific and the artistic, and accords to the latter the higher position. It must follow that there are, in his estimation, also two kinds of whist; in other words, that true whist is not a science, but an art. Let us consider, then, the exact meaning of the words "science" and "art," and what relation they bear to each other. James C. Fernald, in his book of synonyms, tells us that "science is knowledge reduced to law, and embodied in system. Art always relates to something to be done, science to something to be known. Not only must art be discriminated from science, but art in the industrial or mechanical sense must be distinguished from art in the esthetic sense; the former aims chiefly at utility, the latter at beauty. The mechanic arts are the province of the artisan, the esthetic, or fine arts, are the province of the artist; all the industrial arts, as of weaving or printing, arithmetic or navigation, are governed by exact rules. Art in the highest esthetic sense, while it makes use of rules, transcends all rule; no rules can be given for the production of a painting like Raphael's 'Transfiguration,' a statue like the Apollo Belvedere, or a poem like the 'Iliad.' Science does not, like the mechanic arts, make production its direct aim, yet its possible productive application in the arts is a constant stimulus to scientific investigation; the science, as in the case of chemistry or electricity, is urged on to higher development by the demands of the art, while the art is perfected by the advance of the science. Creative art, seeking beauty for its own sake, is closely akin to pure science seeking knowledge for its own sake."

It seems to us that whist is both a science and an art, but it cer is not a mechanical or ind art. Aside from mental tr it produces nothing excep pleasure of winning and th of losing, unless we except a "honest" living which th *valiers d'industrie* were w make out of it when it was u betting purposes in its p days. Whether whist-playi fine art, such as produces " and "Apollo Belvederes," as as Mr. Foster is inclined to it in its highest form, is still tion.

Whist is an art; if in any sens ence, it is certainly not an exact —"*Pembridge*" [*L+O.*]. "*Decline of Whist.*"

Whist is both a science and an is a science because its foundati laid on truly scientific principles mathematical laws of probabilit on strictly scientific reasoning d their application. It is an art be requires education, practice, jud and skill in the actual conduct play. In this, as in many other h ual pursuits, it is only by a comb of the two that eminence can be ob Hence, both must be learned.—*Pole* [*L. A+*].

Whist is an abstract science. treats of the action of fifty-two re tatives of five mental powers—obse memory, inference, calculation, an ment. By practice only with card no more be learned than geology learned by handling minerals, that tecture can be learned by planing or driving nails. The learner of must be a student or he can never actor. Practice is of no avail unles ciple controls it.—*G. W. Potter* [*L. "American Whist Illustrated"*].

Is whist a science or an art? A d answer to this question would go settle some of the most heated cont sies connected with the game. S is generally defined as knowledge order. * * * Scientific experimen observation, if properly conducted always give exactly the same re Sixteen parts of sulphur and a hu parts of mercury will always pr vermilion, just as a cuttlefish will a produce sepia; but a thorough know of the scientific principles of pa will not make an artist. Even wi examples before him, a painter ha

le to imitate the works of the masters. There is a touch in it is beyond science, and which ie work as that of an individual ›ressing itself through the artis- scientific facts.
in whist, the principles of which :long to the science of experi- l observation, especially in such a the leads, the value of cards of and the importance of tenace. i we come to use these principles play, when we come to design ic which will be formed by the e cards, our scientific knowledge uch like the painter's knowledge ›perties of colors.
are thousands of persons who stered every lead and follow, nal and echo, every finesse and y, yet who will never be whist- a the artistic sense of the word. ›ng to the scientific school; they scientific game, and they appear ›livious to the fact that whist- in art, not a science, and that › really excel in it are as rare as o have distinguished themselves ng and sculpture.—*R. F. Foster Monthly Illustrator.*

E.—The score is the record ›oints made by each side in ; also, the points thus or recorded. To score is t or mark the points won the progress of the game, : player on each side usually s for his side.
uplicate whist, the total of tricks taken by each ecorded at the end of each ıpon score-cards provided purpose. The score made ›verplay is recorded oppo- t made in the original play, · that a comparison may be ıd the loss or gain duly as- :d.
keeping of the score (at straight whist) is a com- :ly simple matter in the ın game, but in the Eng- ıe so many extra points are nto consideration that it s a more serious task. Be- e scoring of tricks by cards, the scoring of honors, four points, according to the number held in excess of those held by the adversaries. Tricks, however, count before honors, so that if, for example, each side is at the score of three, and one side makes two by honors, the other two by cards, the latter wins the game. Then there are also the additional points for the winners of singles, doubles, trebles, and bumpers, and the extra rubber points to be duly counted and recorded. In America none of these things are taken into consideration, each side, in straight whist, scoring one point for every trick taken above six, during the play of each hand, and the one first scoring seven points winning the game. The value of the game is determined by deducting the losers' score from seven; the winners win by the number of points shown in the difference. Some players score all the points made by each side during a sitting, and at duplicate whist this is the rule. (See, also, "Playing to the Score.")

If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.—*Laws of Whist (English Code), Section 11.*

If any one, prior to his partner playing, calls attention in any manner to the trick, or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.—*Laws of Whist (American Code), Section 35.*

Score-Book.—A book in which scores made at whist are kept for future reference.

Score-Card.—A card upon which the total number of tricks made by each side, at duplicate whist, is recorded in detail. Provision is made for a comparison of the tricks made by each side on

the original play with those made on the duplicate or overplay, thus showing where losses or gains took place, and showing, by the totals, which side wins.

Scoring.—The act of recording the points won at whist; keeping the score. Scoring, at straight whist, is done by means of various devices, and many ingenious whist-markers have been invented for the purpose from time to time, one of the very best being that devised by R F. Foster. In many clubs ordinary poker chips are used for the purpose of keeping score, and the various numbers of points made are indicated by a generally recognized manner of arranging the chips on the table. The following is a plain and convenient method:

One.	Two.	Three.
O	OO	OOO
Four.	**Five.**	**Six.**
OOOO	O OO	O OOO

The chip above the line is deemed to represent three. It is not necessary to indicate more than six in the seven-point game, as the last trick necessary to win is apparent without scoring. We may add that "Cavendish" endorses the above arrangement. In some parts of the United States the following method has been employed for years, only three chips being used, so that there are no counters to be taken care of on the left of the score-keeper: Chips in a straight pile indicate none; one chip off pile, one; one chip on top of two lying side by side, two; three chips in a row, three; placed in this manner, O
OO four; placed in this manner, O
OO five; placed in this manner, O
OO six.

According to the Ameri of seven points, honors n ing, the game is out as either side scores seve the tricks that might l above seven are not ta account, and the value of is ascertained by deduc loser's score from seven. ample: If one side has thr when the other goes out wi the value of the game is fou that being the number al deducting the losers' sco seven. This is in accorda the American code, but som to play the last hand out an all tricks made.

At duplicate whist scoring by means of score-cards, an a different basis from sco straight whist. In the latte trick won in excess of si hand, is put down. In du the correct way is to set d the proper columns the full of tricks won by each side. the original play and the du or overplay. The original plicate play of each side are together each deal, and the of tricks taken by the winn in excess of thirteen is pla the gain column. It was out in *Whist* for October. 18 some clubs pursued a differ erroneous method; instead ing the total number of taken by both sides, they only to the winner of each number of tricks taken by t in excess of six, as at straigh This excess was entered original score column for play, and in the duplicate umn for the overplay—th or the side making six or le being scored blank in ea The difference between the false method amounts to a some hands; and in a mat

where many hands are played, difference would be considered as may easily be ascertained xperiment.

match play, when large numof players are engaged, the er of keeping the score cory for each individual, pair, or of four or more, as the case be, becomes very important; it is especially desirable, where match is one extending over al days, that the result of the at each sitting be speedily asined and announced. This has been especially felt at each al congress of the American t League, where many contests trophies and championships place. To meet the requirees of the case a number of ways eping the score have been , but the most perfect is untedly that invented by P. J. ey, of San Francisco, and pertly adopted at the seventh ress of the League, at Put-in-1897. Under the Tormey od the official score, double ked, for the first contest oklyn Trophy) was put on the tin board in exactly eleven ites after the play ended; the rs being known in four min-

At no time, in any other h, was the result delayed over n minutes. The year previous k almost as many hours. Mr. ey's method of scoring the two- game was also adopted by the ne in the contest for the Chal- Trophy. In former contests nethod pursued was to record et gains for each team on each from one to forty-eight. Mr. ey's way is to record the enumber of tricks taken by north south of each team, and the or losses are shown just the , while in addition to this ination is conveyed as to how the hands are running. In a communication published in *Whist* for September, 1897, Mr. Tormey gives full particulars concerning his method. He says:

"The method of scoring used at the seventh congress, at Put-in-Bay, called the Tormey system, was first introduced to the whist-playing public on this coast by the writer at the second annual meeting of the Pacific Coast Whist Association, in the fall of 1895, in the contest which took place in the rooms of the Trist Duplicate Whist Club, and has been used in all our important contests ever since. Like many other inventions, necessity was the mother of it.

"When the executive committee of the American Whist League met at St. Louis, in January, 1896, to formulate a program of play for the sixth congress, held at Manhattan Beach, I suggested to the committee to try our way of scoring, but the suggestion, somewhat to my surprise and amusement, didn't even call forth an explanation of what the system was, as another untried method had the 'call,' and was adopted. You know how it worked—no announcement being made of the result of any contest until after noon of the next day; and in one instance—the A. W. L. Challenge Trophy—not until the morning of the second day.

"The method, if worthy of such a name, is very simple, indeed. Any club that uses it once will wonder why it was never thought of before. The *modus operandi* is as follows: Use score-cards made in two colors of card board—not thin paper—have them made just large enough to accommodate whatever number of deals you are likely to play before moving (a good size is about 2½ by 2¾ inches), and space off for no more than five deals. Use

one color card for north and south players, and the other color for east and west; have printed on the top edge of the cards, in bold-faced type, 'north and south,' 'east and west.' To expedite the scoring, we generally number the teams of four, or pairs, always putting the names of the respective clubs, as well as the players' names, opposite the number on the tally-sheet that we post on the bulletin board. A good sample of tally sheet will be found on page 251, August *Whist*, Hamilton Club Trophy.

"Immediately after the play of each deal—or frame of deals, if more than one is played before progressing—have the score-cards collected, putting them in numerical order, beginning at table No. 1, before handing them to the scorer. The collector of these cards should always take particular notice to see that the total score for each table, for both pairs, is thirteen, or a multiple of thirteen, according number of deals played. Wh is done pass out new score-c the next round, and your sc go on tabulating as the p gresses. A few minutes contest is over the tabulati completed. Like a trial ba proves itself. The result o contest is announced and bul in less time after a matc than it takes me to write We usually take manifold to have them ready for ou committee.

"Our method of scoring th table game for the challenge which was adopted by the Am Whist League at the last co is also simple. In place of the gains and losses for each forty-eight deals of the ma number of tricks taken eac by the north and south pla each team is given, and the etc., are carried out in the c on the right, as follows:

	Trist vs. Jones.								Trist Gains.	Jones Gains
Deals	1	2	3	4	5	6	7	8		
Trist N. and S. . .	7	9	4	2	7	6	2	6	5	
Jones N. and S. . .	6	7	5	3	8	5	2	5		1

"By this method it is easy to see how the deals run, something that every whist-player likes to know."

While considerable progress has been made in perfecting the machinery for taking and announcing the scores at duplicate whist, the matter of scoring is itself still in an unsettled and unsatisfactory condition. As between two teams only, be they pairs, or fours, or more, on a side, it is easy to arrive at a conclusion. All that is necessary is to ascertain which side obtained the greater number of tricks; but when three or more such teams engage in a ma question of arriving at a j equitable score is beset w ficulties, and while several m have been devised by whist ematicians of the highest each method is found more defective in some particula the earliest system, that of ing, introduced by John T N in progressive duplicate, or c whist, all the north and sout are averaged, and the play those who sit thus through match is gauged by that a at the same time, the scores

west players are also aver-
l the play of each player
is is marked plus or minus,
above or falls below that
While this system is con-
be fair in the main, it is
to because "it allows a
ffer by the errors or share
ofits of pairs at different
in brief, to be affected by
over which it has no con-
the Howell and Safford
he movements differ from
ompass whist; sometimes
rs sit north and south, and
s they change to east and
the method of scoring
systems again differ from
ier, and R. F. Foster, in
York *Sun* of December
and subsequent issues,
to have discovered some
; changes in the relative
of pairs when comput-
scores first according to
nd then according to Saf-

well discards the averag-
od in his system for pairs,
ad compares each deal
h the maximum actually
he pair with the smallest
e winner, and by averag-
sses a plus or minus score
mputed for each pair. In
the charge that the move-
der his method are un-
y complicated, he says, in
nder date of January 29,
hat is not true; the move-
e simplified as far as pos-
bring about the desired
nd they are virtually the
nder the Safford method,
fers from mine only in the
scoring. I have no crit-
make upon Mr. Safford's
rocess except in regard to
exity. It is fair enough,
cumbersome, and I prefer
that is not cumbersome
and at the same time reasonably fair." Both the Howell and Safford systems are very popular.

An idea in scoring which is lately finding much favor in match play is to decide each contest by the number of matches won (counting each deal a match), instead of by the number of tricks, the trick score being used only to decide ties. While this is nothing new, the directors of the American Whist League, at their meeting in January, 1898, decided to give it a more general trial in progressive contests at the eighth congress of the League, at Boston, in July following. It is thought this will tend to make the play more conservative, as "big swings" (as unusual gains in certain hands are called) will no longer be important in winning victories.

"Scotch Whist." — Scotch whist, or catch-the-ten, is another so-called variety of whist. It is usually played with a pack of thirty-six cards, all below the six being excluded. The cards in plain suits rank as at whist, but in trumps the jack is the highest, the ace being next, etc. Any number of persons from two to eight can play. Each game is complete in itself, there being no rubber. The side or player first scoring forty-one points wins. A special value is attached to the following cards of the trump suit: The jack, ten points; the ten, ten points; the ace, four points; the king, three points; and the queen, two points. The side making what is called cards score as follows, in addition to the above: One point for each card in excess of either party's quota of cards in the tricks taken. For instance, suppose four are playing, each player's share of the thirty-six cards would be nine. If two partners take five tricks, or

twenty cards, they score two for cards, that being the number over and above their joint quota of eighteen cards. The great object of the game is to catch the ten of trumps, which counts for the player or side taking it.

In criticising "Historical Notes on Whist," the editor of a London paper blamed me for saying nothing about "Scotch whist." I wrote to him explaining that Scotch whist, or catch-the-ten, was purposely omitted, as it had no more resemblance to whist than the Scotch fiddle has to a violin. To my surprise and amusement, he inserted my letter in his next number.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

"Scotch whist" introduces a special object in addition to winning tricks—catching the ten of trumps; that card and the honors having particular values attached to them. This variety of whist may be played by any number of persons from two to eight; and its peculiarity is that when a small number play, each has several distinct hands, which must be played in regular order, as if held by different players.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Second Hand.—The player to the left of the leader, or first hand; the player who plays the second card to a trick. "Y," or "east," should always play second hand on the first round, or opening, of a game, unless otherwise specified. As the play progresses, the position of second hand varies with it, depending entirely upon who takes a trick and leads another card.

The directions for the proper play of second hand are multitudinous. Upon one very old and fundamental rule all are agreed: As a general thing, the second hand should play his lowest, unless he is going to signal for trumps. Other exceptions are numerous. When you hold a sequence of high cards (ace, king, queen; king, queen, jack, or queen, jack, ten), play the lowest of the sequence second hand. From ace, king, or king, queen, and others, put on the lower of the high card ace, queen, jack, or ace, j and others, play the lowe high cards. From ace, qu you play the ten if st trumps, but the queen if trumps. Cover an honor you hold more than on yourself, or if you hold o that one being the ace. lead of a medium card, if the fourth-best principle, c card led with the lowest t take the trick, if you have high cards, and can place t higher cards than the one maining in the leader's han

Players employing short-suit leads, as a gener cover whatever card is led. are able, second hand, being to protect and promo ner's suits as far as possible

Second-hand play in trum differs from second-hand plain suits, because trumps their merits, and are not su the vicissitudes of plain su

Playing high cards when play, unless your suit is headed more high cards of equal value to cover a high card, is to be avoided.—*James Clay* [*L. O.*]

The play of the second hand regarded as that of the enemy intruder who continually disp the leader and his partner their best laid plans.—*R. F. Fos* "*Whist Tactics.*"

Signaling for trumps second an adverse suit, is by some p garded as dangerous, unless t are such that you can suppress if the development is unfavora *Foster* [*S. O.*]. "*Whist Tactics.*"

Generally speaking, if you h bination of high cards from would lead one of them on a lead, you should play one o second hand, either to take t force out higher cards to pr others you hold.—*Fisher Ame*

Second-hand play is subject rial degree to the trumps in card turned, the score, etc. may be proper play if weak may be bad play if strong in t

e a great game by a well-
-*C. D. P. Hamilton* [*L. A.*],
ific Whist."

ee things for second hand
ance in the order named:
ick if you can under the
eaply as possible. (*b*) Pre-
and from winning too
eep command of your op-
s long as convenient.—*C.*
], "*Gist of Whist.*"

ule for the second hand is
vest, for your partner has
of winning the trick; and
ting on your right, it is
your high cards (particu-
ich as ace and queen) for
e lead, when you will be-
player. — *William Pole*

points which distinguish
ly the good from the infe-
er than the play second
The second player may
or weakness, or neither
eakness, in the suit led,
is depends upon a greater
of positions.—*R. A. Proc-*

l who will put on a knave,
nd another, second hand,
imple. Who taught him
ented the move? Or do
yers who follow this rule
hemselves, and look upon
he author of a remarkable
one ever defended the
an show any benefit from
condemns it, yet we can
varmint. The player is
minutes afterwards he
nave. So with king and
id hand. — *Westminster*

and Signal.—Among
novations proposed in
s a play, or signal, for
whereby it should be
difficult for the first
ler, to place his suit.
for the second hand
higher of two small
low card led, except
cond hand desires to
umps, when the play
"The objection to
ays Milton C. Work,
ns to make it a trick-
t the partner of the
player cannot as accu-
rately tell when he can force him, which information is more important than any benefit the play may give."

Seeing the Hand.—See, "Looking Over a Hand."

See-Saw. — A term used by Hoyle and other early players; it has the same meaning as cross-ruff (*q. v.*). Hoyle says, in his "Short Treatise:" "See-saw is when each partner trumps a suit, and they play those suits to one another to trump."

Self-Playing Cards.—An invention of R. F. Foster's whereby a series of pre-arranged games is properly played by a smaller number of persons than in ordinary playing. An ordinary pack of playing cards has printed upon the backs of the cards certain letters and figures, which show to whom the cards are to be dealt. From 128 to 160 hands can be played with each pack. Each hand illustrates some special point in whist tactics, such as underplay, refusing a force, placing the lead, unblocking, grand coup, etc. If only one, two, or three persons play, instead of playing "dummy," with the absentees' cards exposed, the cards are dealt to the absent players face down, and are unknown; but the cards so dealt will play themselves, exactly as if an expert were present and held them. For educational purposes in whist the value of this method of play is highly recommended.

Semi-Honors.—A name sometimes given by English players to the ten and nine, as mentioned by Pole in his "Theory of Whist."

Sequence.—Two or more cards in consecutive order of rank. Three

in sequence is a tierce; the ace, king, and queen are a tierce major. A sequence of four is a quart; a sequence of five, a quint, etc. A head sequence is a sequence at the head of a suit; an intermediate sequence, one between higher and lower cards; and a subordinate sequence is a sequence of small cards.

It is a universally accepted rule to play the lowest of a sequence when following suit, second, third, or fourth hand; but in leading from a sequence the practice varies, in accordance with the rules laid down for the leads.

Sequences are always eligible leads, as supporting your partner without injuring your own hand.—*William Payne* [*L. O.*], "*Whist Maxims*," *1770.*

Set.—Four players at a table are spoken of as a set.

Seven-Point Game, The.—The American game of seven points, honors not counting, as distinguished from the English five-point game, with honors counting. (See, "American Game.")

Seven-Spot.—The eighth card in rank or value at whist, counting from the ace down; one of the low cards.

It is led only as a fourth best in the system of American leads, and as a penultimate or antepenultimate (or fourth best) in the old leads. In the Howell (short-suit) system, it indicates the ruffing game, generally not more than two in suit, and no higher.

The discard of any card higher than a seven is also regarded as a call for trumps. (See, "Single-Discard Call.")

Shakespeare and Whist.—So many passages in the plays of Shakespeare have been q applicable to whist, that s ple are under the impres he actually knew and prac delightful pastime. But i tion does not sustain such far as we have been able tain. Whist was first rais dignity of a well-define with a code of rules, by Lord Folkestone, in 1728 further perfected and pu by Hoyle in 1742. Previo time of Lord Folkestone, i in various rude forms, and told, was confined chiefl servants' halls.

The question is, Did Shal know of the game, and ev to it in his works? Such as: "Force a play" ("Hen act 2, chorus); "We must the card" ("Hamlet," act 2), "Nine trumps, two ace good hand" ("Othello," scene 4), etc., are apt to le color to the supposition who judge offhand; but it to us that had the game been such in his day as to a attention (had its possibiliti suspected), we would hav more definite notice and than these half-humorous sions.

"We may, on many a regret," says an amateur, w lished an illustrated brochu game, "that whist was n ally known or played thr England at an earlier perio days of Elizabeth, or rather of Shakespeare, for it is compute epochs from the in intellect as well as the in rank. Had it been so c and our immortal bard h his innocent rubber, what ble allusions to it might h scattered through his work ceive his criticism on the

's' finesse, delivered the
tly that he might cheat
How figurative had
itol been on kings,
ves, and deuces! How
d a trickster, in an-
had *Autolycus* shown
low *Sir Toby Belch*
expressed his detesta-
an and meagre hand,
ober abhorrence to 'an
,' or to a sot in his
rehension!"
ard of Avon was born
died in 1616. It was
8 that Folkestone first
hape to the rudiments
, and not until 1742
ublished the first book
onsequently, as Dr. W.
great Shakespearian
ys in a letter received
der date of July 29, 1897:
be no reference to
kespeare, as the game
known; but apt quo-
it," he adds, "can be
plays, as for bicycling
other modern inven-
e are some of the most
d references applica-
:

e.—"*Othello*," *act 3, scene 3.*
—"*Henry V.*," *act 2, chorus.*
eak by the card.—"*Ham-*
t 2.
me, lead.—"*Third Henry*
ne 1.
sir?—"*Measure for Meas-*
ne 2.
cellent dumb discourse.—
3, scene 3.
comes yonder?—"*Troilus*
act 1, scene 2.
s, two aces—'tis a good
o," *act 1, scene 4.*
you undertake another
k Night," *act 3, scene 1.*
I have lost command.—
leopatra," *act 3, scene 2.*
hand—I scarce could un-
"*Comedy of Errors*," *act 2,*

(Society whist): All the men and women merely players.—"*As You Like It*," *act 2, scene 7.*

(The singleton): Thou meagre lead, which rather threat'nest than dost promise ought.—"*Merchant of Venice*," *act 3, scene 2.*

(Discarding the best card to show command): Throw away the dearest thing, as 'twere a careless trifle.—"*Macbeth*," *act 1, scene 4.*

In spite of these and similar quotations, "Cavendish" expresses the following correct opinion in "The Whist Table:" "Whist is not mentioned by Shakespeare, nor by any writer of the Elizabethan era, from which we may infer that the game was then scarcely in existence."

Shelby, Miss Annie Blanche.—A well-known Western teacher and writer on whist. She was born at Portland, Oregon, of Southern parentage, her father being a descendant of Governor Isaac Shelby, the first governor of Kentucky, and her mother a daughter of General Joseph Lane, of North Carolina, one of the heroes of the Mexican war, and one of the early pioneers and first governor of Oregon. Miss Shelby was graduated at the age of fifteen, the youngest of the class, from the convent of the Holy Name of Jesus and Mary, at Portland, and shortly afterwards was accepted as a teacher in one of the Portland public schools.

When a mere child she received her first instructions in whist, two friends, both thoroughly good players, constituting themselves her instructors. "It was," she says, "my good fortune, from the beginning, to play almost entirely with gentlemen, and with players of ability and experience. The authorities used were 'Cavendish,' Pole, Drayson, etc. The lead of the fourth best, as recommended by Drayson, under the name of

penultimate and antepenultimate, was familiarly known and used by us with results satisfactory to ourselves at least." A club of which she was a member, composed first of two and later of four tables, soon became known as the best club in Portland. This was at a time when whist was but little studied, particularly by ladies, and one of the rules of the club called for a certain amount of application on the part of each of the members, a rule which was cordially and cheerfully complied with. When the club had been in existence some two or three years her father died, and thereupon, accompanied by her mother, she left Portland and spent several years in travel, both in this country and Europe. During this time Miss Shelby enjoyed the advantage of meeting and playing with thoroughly advanced players, and the American-lead system having superseded the old game, she went diligently to work, and with the aid of "Cavendish" (twenty-second edition), Ames, Hamilton, and Coffin, soon familiarized herself with the modern scientific game.

Within a few months after her return to Portland, in 1893, at the request of friends, she began to teach the game, having the endorsement in her new undertaking of well-known whisters like P. J. Tormey, of San Francisco, and E. H. Shepard, of Portland. Not only friends and acquaintances, but others, including both ladies and gentlemen, availed themselves of the opportunity of joining her classes, and it was not long before she found her time entirely taken up.

During the fall and winter of 1896 and 1897, at the request of the members of the Kate Wheelock Club, which is composed of nearly a hundred members, Miss Shelby gave a series of lectures, tw number, in which she made aim, as far as possible, to sta only that certain principle truths are so, but to explai they are so; in other words, peal to the reasoning powers than the memory of her h Immediately afterwards sh asked by the management Portland *Oregonian*, a paper enjoys a wide and enviable tion, to assume control of a department which they wer ous of introducing. He column appeared in the is February 7, 1897, and was cor every Sunday thereafter un departure from Portland f summer, early in July. Go San Francisco immediately her return home, she has be able as yet to resume her jo istic duties, owing to the fa she is at this writing (Dec 1897) engaged in the preparat a work on whist, at the requ pupils and friends, which is published at an early date.

Short Suit.—A suit cont three cards, or less.

Short-Suiter.—One who the short-suit game, and is op to the long-suit game; on believes in opening his hand rule, by leading from a s three or less. Some short- will lead from the long suit exceptionally favorable circum ces, just as most long-suiter make what they call forced (leads from short suits) in des emergencies. The most r short-suiters hold, however, t long suit should never be led originally. If they have a able long suit, and sufficient t strength, they will pay attent it, and strive to bring it in, by ing trumps first.

r player knows that when, from a
ly weak hand, he lays on the table
rth-best card of a long suit, he
nly a small chance of winning a
ith the first best. Is there any
improving that chance? Is there
y of relieving partner from the
ty of backing you in a clearly
s venture? The short-suiter says
s. It is simple enough—don't
ie long suit at all, but open a short
d wait.—*E. C. Howell* [*S. H.*], *Openings.*"

hort-suiters claim that it is better
sh information of a broader char-
the opening lead, leaving such
tails as whether the longest suit
is composed of five or of six cards
ound out later. For this reason
andon the whole system of num-
wing leads. If a high-card com-
a is to be led from, they prefer to
mmand rather than the number
the suit contains, and if abso-
amand is lacking, to indicate just
uch short of that position they
lly were. * * * The short-suiter
s to lead a low card from a long
t admitting of a high-card lead,
is supporting strength in trumps
ry cards is sufficient to render it
e that the suit can be brought in
er can afford an average amount
tance. Here is where the unrec-
le difference between the two sys-
mes in. "Even though the hand
," says the long-suiter, "the long
till the best defensive lead." The
iter emphatically denies this,
lieves in lying still with suits
e probably impossible to estab-
mbinations that are better led up
led away from, and, in short, in
empting more than he can per-
When he leads a low card he says
ner: "I am in a position to play
g-suit game if you can assist." If
ot do this he plays a supporting
m a short suit to help his part-
nd, or, failing that, to throw the
d wait. These leads are not to
ruff, as many seem to think, al-
they proclaim readiness to do so
er can see no better game; they
ply a warning to partner that the
ees no prospect of making a long
hat particular hand. It follows,
re, that the original lead of every
m the ace down, carries an en-
ifferent meaning in the two sys-
f play.—*W. A. Potter* [*S+O.*], *nce Journal, August 1, 1897.*

rt-Suit Game, The.—A sys-
play at whist which makes
from short suits its most prominent feature, just as, on the other hand, the long-suit game pays more attention to the leading and bringing in of long suits.

While the long-suit game has always had the largest following (its sway being at times almost complete), we have evidence that short-suit play received some consideration from the earliest times. A common practice (mentioned by "Cælebs"), when playing from a weak two-card suit, was to play the higher first, the lower next, to show no more of the suit. Thomas Mathews, in 1804, found it necessary to observe that "to lead from only three cards, unless in sequence, is bad play, and proper only when you think it is your partner's suit." On the other hand George Anson, one of the finest players of his day (he died in 1857), upon one occasion laid down the dictum that it was the height of bad play to lead from a suit with nothing higher than a ten, if you had a suit with an honor to lead from, unless from strength in trumps there was a possibility of bringing in the small cards. Mr. Anson's short-suit tendencies were as nothing, however, to that which came to the surface later in criticisms of "Cavendish," Clay, and Pole, the great trio who perfected the long-suit game. A writer in the *Westminster Papers* for October, 1870, gives utterance to the following heretical opinion: "In studying the theory of whist, the conclusion has been forced upon me that the system of play at present taught and followed is founded on an erroneous estimate of chances; that although it is sometimes right to make your original lead from your strongest suit, yet that, in the majority of cases, the balance of advantages is in favor of leading from your weakest. What I particularly deprecate is

the plan of commencing always in such a manner as to obtain an advantage only when you and your partner hold unusually strong cards."

The editor of the journal (Charles Mossop), as well as "Mogul" and other vigorous writers, expressed similar views, and when the long-suit authorities added to their game many conventional signals, and, above all, the American leads, the chorus of opposition was largely increased, and in the din of battle, some who were only opposed to informatory play, appeared also to be arrayed against the long-suit opening, when such was not the fact. As an example we may cite the opposition of Richard A. Proctor, who employed long-suit leads, although he earnestly combatted modern conventions.

It must be admitted that the long-suit theory, as advocated by "Cavendish" and Pole, paid rather scant attention to short suits. The modern scientific game (the perfection of partnership play by means of the long suit) did not take short suits into consideration as an important factor in whist-play. In long suits Pole was willing to admit a choice of the stronger four-card suit over the weaker five-card suit for the original lead, but when it came to opening from a suit of three good cards (a short suit) as against a suit of four weak cards, he hesitated, and pointed out that to unnecessarily lead from the three-card suit would be a violation of his theory. With the powerful influence of "Cavendish" and his disciples exerted in favor of this system, wedded as it was by them also to American leads, and other new informatory play, it was natural that it should sweep everything before it in this country, and that for several years American whist

and the long-suit game shoul
been synonymous. When,
ever, the pendulum had sw
far as it could, there came
tion, and this reaction is
work, and promises to correc
things which may have be
radical in the long-suit propa
Not that the long-suit game
displaced, for fundamentu
rests upon principles which
sound as whist itself, but we
the inevitable yielding to t
turn that for exceptional ha
situations adequate exce
must be made in the rules.
the world played always fro
long suit, and all the world
duplicate whist so that there
be no disadvantage in the h
of poor hands, it might be
to advocate the inviolability
long-suit rule; but even t
would rob whist-play of one
manifold varieties which con
its chief charm.

We have already seen that
suitism is no new thing; t
symptoms were made mani
England at various times
history of whist; and that t
mulation of more stringent
for long-suit play by "Caven
and Pole brought out stron
tests. But all this was mild
pared with the opposition
suddenly developed in the
World, under the leadership
F. Foster, who had come t
country from Scotland at an
age, and published his first bo
the game in 1889. In this w
he followed the acknowledge
thorities, although not witho
quent show of resentment, an
two succeeding books found
full-fledged whist philistine. I
early part of 1896, as whist e
of the New York *Sun*, he sprı
mine under the long-suit gam
this country which shook the e

nre, although it did not de-
it. His explosives consisted
series of powerful articles,
seemed to have the weight
Sun's own authority, being
ied, and giving no indication
uthorship. In these articles
rst of which appeared in the
or February 23), war on the
uit game was for the first time
in a masterly and systematic
r in the daily press of this
y. There had, indeed, been
discussions in other papers
o this time, and some direct
s, but nothing like the ener-
warfare to which the Ameri-
iblic was now treated; for the
articles were copied far and
and reached the whist-play-
the country better than did
t-books, by means of which
oster had previously made
his views. The result was
nany of those who sympa-
with him made themselves
, and in time the "revolt"
ed the proportions of a new
—that of "short-suit whist."
oster's chief contention in
un was that long suits were
losing leads, and short-suit
trick winners; and (what gave
guments their special force),
nt directly to the play of the
ican Whist Congress, as pub-
in its official proceedings, to
his position. Taking the
played in the final contests
e Hamilton Trophy, he tabu-
them with startling results.
e of his tables he asserted that
rty-seven hands the original
uit leader never took a single
n the suit led from. *Whist*
rch, 1896, pointed out that
rangement of the tables was
ewhat specious and mislead-
and that out of the thirty-
hands above referred to
were merely repetitions, or,
in other words, duplicate or over-play. However, any inaccuracies of this kind did not impair the success of the onslaught, and when new facts and figures were adduced in the *Sun*, it became apparent even to the most optimistic long-suit players that there was some truth (even though originally discounted) in Foster's contentions.

In addition to the war on paper now came the war of actual play. The short-suiters and the long-suiters locked horns to see who was right. Not that short-suit play and players were up to this time unknown in this country. They had always existed in the minority, and had been known to win victories in whist contests. As early as 1892, at the second congress of the American Whist League, a team of four from the Capital Bicycle Club, of Washington, D. C., won the championship, although they were opposed to American leads, information, and the long-suit game. Mr. Foster and his followers, however, carried the war into Africa. They challenged the long-suit adherents right and left, and numerous contests were played, and duly recorded, analyzed, and commented upon in the *Sun*. Victories were, of course, scored by each side, for the merits of the players themselves, aside from the systems of play employed, naturally had a bearing on the results. The team from the Manhattan Whist Club, of which Foster himself was captain, greatly distinguished itself, winning five out of six prizes, in the inter-city tournament in Brooklyn, which closed April 3, 1896. Later on, however, two of the members of this team, playing with two other members with whom they had won the challenge trophy at the sixth American Whist League congress, suffered

defeat at the hands of the long-suit team from the Narragansett Club, of Providence, R. I., and great was the jubilation of all long-suit partisans. And thus the contest between the opposing forces continued. The long-suiters were ready also with tongue and pen, and one of their most efficient leaders, George L. Bunn, captain of the famous St. Paul team, sarcastically remarked that the *Sun's* arguments appeared to him to amount to this: "I can take more tricks in my suit if my adversary is kind enough to lead it for me; so I'll just give him a few tricks in his long suit, and in return, perhaps, he will give me a few in mine."

The short-suit side of the controversy was re-enforced by several writers who possessed the gift of expressing their views with equal vigor, and among these the most bold and original was Edwin C. Howell, a disciple of Foster, who proposed an entirely new system of openings, providing for five different modes of play, each suited to some peculiarity of the hand. One of these was the long-suit game, which he permitted under extremely favorable conditions, but without the use of American leads. Another disciple of Foster, who perhaps more closely represented his ideas of short-suit, or "common sense" play, and who now threw himself into the fray with a vigorous pen, was Charles R. Keiley, a leading New York player and teacher, whose views are embodied in his book called "Common Sense in Whist."

In general short-suit advocates differ materially in their ideas as to the best way of playing the short-suit game. Foster himself was for years of the opinion that no exact rules could be laid down for what C. D. P. Hamilton and other long-suiters contemptuously n guerilla warfare. Howell wa first to make the attempt, an followed by another enthus worker in the short-suit cause W. Starnes, of Georgia, wh bodied his ideas in "Shor Whist," a volume which brought out in 1896. Every on whist published since Fo agitation began has devot large share of attention to s suit play, notably "Whist o day," by Milton C. Work; "W Up to Date," by Charles S. S and "Winning Whist," by E Boardman. Not that any of can be classed as short-suit cates; they are long-suit pl with liberal views regarding employment of short suits. Street is of the opinion th has discovered a way to harm all long and short-suit differ by what he calls "The Mo Game" (*q. v.*). Judge Boardm willing to concede this muc short-suit play: "Unless the c hand holds at least four tru headed by the ten or bette should lead originally from most advantageous weak plain and his partner, unless posse at least that minimum of t strength, should adopt the line of play, each leading fro own weakness to his partner's able strength in the endeav establish a see-saw in plain likewise taking every advanta finesse and tenace."

All of this indicates that s suit leads can no longer be ign as a factor in the American g American whist-players gene are of the opinion that leads long and short suits both belo legitimate whist-play; the question is, how far is it nece to depart from the standard l suit opening, which, when pos

lways remain the first consid-
n. It should be borne in
that, notwithstanding asser-
o the contrary, both Pole and
ndish" provide for short-suit
n certain emergencies. Writ-
o follow Pole and "Caven-
and accept their teachings,
se have recourse to leads from
suits, otherwise known as
leads. They do not, how-
nake them a prominent, but
an exceptional, feature of
me.

short suits been analyzed
duced to a system as fully as
uits, or had they been given
anced, though subordinate,
ition in the long-suit econ-
there would have been no
lt" from "Cavendish" and
But, with a more conciliа-
pirit manifesting itself, and a
ition to do justice to both
the revolt itself may have
after all, a blessing in dis-

Whist, in its issue of June,
for instance, says: "The
difference between the two
is would seem to be mostly
opening leads. The extreme
s of either school, we pre-
would lead from their longest
ortest suit, regardless of all
istances. This is certainly a
mistake, for the most perfect
of whist consists of a judi-
blending of the best points of
ystems." Fisher Ames, one
first exponents of "Caven-
and the American leads in
ountry, tersely puts the case
ows:

't us have no confusion of
as to what is meant by long-
d short-suit system. Accord-
some of the advocates of the
suit system, the long-suit sys-
eans the invariable opening
the longest suit under any
l conditions, regardless of the
cards held in any suit. There is no such game recommended in any book on whist, so far as I ever heard. Whist-players have always resorted to short-suit leads when their hand indicated it. It would be just as fair to say that the short-suit system means the invariable opening from the shortest suit, under any and all conditions. The real difference is practically that one system uses the short-suit opening more frequently than the other."

This certainly indicates that there must be a middle ground upon which all players can meet, and reconcile existing differences. Foster seems all along to have recognized the fact that the long-suit game cannot be ignored entirely. In his "Whist Strategy," 1894, he says: "I do not for a moment wish it to be supposed that I am about to advocate the universal adoption of the short-suit lead, for it is no more generally applicable than any other, and is a very difficult game to play well." Again: "If a short-suit player opens a long suit he is playing the long-suit game, and his partner may depend upon it that nothing short of a very unfortunate position of the cards will prevent its success." More pronounced still is the evidence which we find in his whist columns in the *Sun* of May 24, 1896: "Extremes are seldom or never right in anything, and it is the opinion of the *Sun* that neither of these systems, as a system, is sound, but that the true theory of whist lies between, and that the future development of the game will be towards the discovery of the proper proportion in which the two systems, long and short, should be mixed."

It is everywhere believed that whist is passing through another stage of the evolution so ably de-

scribed by Pole. When the war of the long and short-suit factions is over we believe it may be safely predicted that still better whist will be the result.

In closing this brief review of the rise of short-suitism we can do no better than notice what progress was claimed for it at the end of the year 1897. Foster, writing in the *Sun* (December 5), claims that the "common-sense" system has been found the best up to date, although he recognizes the fact that the entire short-suit game is still in an experimental stage. He quotes, with approval, the statement of another writer that "while radical short-suitism is adopted by very few of the experts, conservative short-suitism is no longer an experiment, since it is accepted and practiced by a large proportion of our strongest players." "This," Foster thinks, "agrees pretty closely with the statement made at Albany by one of the most prominent officers of the American Whist League, who said that the result of his observations had been to convince him that there were to-day only two great classes of whist-players, those who mixed in a little short suits, and admitted it, and those who dallied with them, and denied it."

He is of the opinion that of the many short-suit ideas which have been brought forward during the past two years there seem to be at least three or four which have come to stay. These may be briefly outlined as follows: (1) Leading the top of a suit in which there is no honor. (2) Leading a low card in a plain suit to show general strength, and to encourage partner to play a forward game, especially in leading trumps. (3) Leading weak trumps from hands which are above the average in plain suits, especially if one suit is pract established, and is accompani a card of re-entry in another (4) The return to the old id playing weak two-card suits (to show no more instead of t for trumps. It was Lord Ben who proposed to change the r ing of this play to calling trump-lead instead of asking force.

"The idea of showing g strength by the lead of a low in a plain suit," says Foster, " inated with the old Manh team, and it was undoubtedl great factor in their phenc success. So evident were th vantages of the system that kins used to laugh at the blin of the experts, and wonder long it would be before they wake up and see it. Well, the fully alive to it now.

"When this idea is adopte minor details of the system be a matter of agreement bet the partners. Some player any card below the eight as a dication of general strength, others stop at the four or Howell seems to think he inv this system of encouragemen the only thing new in his s was using the six, seven, and as an invitation to be forced i suit. The *Sun* has in its poss letters written a year before ell's book was published, a just how far down it was safe for a card which would be r nized as not led from a strong The general idea in those day to stop at the eight for the t nothing, anything above a being 'rotten.' This was the hattan idea, although Hav thought even then that it wou safe to go lower down. R experiments have led some t to go down to the five.

'he Pyramid Club, of Boston,
n is generally conceded to be
trongest coterie of players in
England, lead the two, three,
ır of a plain suit to encourage
artner to play a forward game,
the five, six, seven, and eight
e top of nothing or intermedi-
They lead the queen, jack,
ınd nine as supporting cards,
run' with kings and aces only
they have no re-entry cards
ımp strength.
'he New Jersey players, who
strong enough to beat the
nen from both New York and
klyn, and to play the com-
l strength of Philadelphia,
more, and Washington to a
o as high as the six in leading
a plain suit to show general
gth. They use the queen,
ten as supporting cards, and
even, eight, nine as intermedi-
from suits that are long, but
ccompanied by re-entry cards
ımp strength."
is, in brief, is the short-suit
ion at this writing, as noted
ıe father of short-suit whist.
also, "Forced Leads.")

re are justifiable short-suit leads,
ally if the player is not the origi-
ader of the hand.—*G. W. Pettes* [*L.*
. "*American Whist Illustrated.*"

h a desperate score, if the adversa-
pened the hand with a trump-lead,
enerally well to open your weakest
rst.—*Fisher Ames* [*L. A.*], "*Practi-*
ıde to Whist."

s justifiable to lead from a suit of
ıan four cards when your long suit
en started by your adversaries, and
ınsider it dangerous to continue the
r when the previous play indicates
our short suit is your partner's long
John T. Mitchell [*L. A.*], "*Duplicate*
."

as been repeatedly shown in these
s that the short-suit game is even
informatory than the long-suit
so far as the general character of
ınd goes, although perhaps not so
so as to such minute details as the
on the cards which will be thrown
away later in the hand.—*R. F. Foster* [*S. O.*], *New York Sun, July 11, 1897.*

Leading from a short suit is not only bad in itself—especially the atrocious lead from a single card which weak players affect—but it is not a method of leading systematically available, for not every hand possesses a suit of fewer than three cards. But every hand must possess a suit of four cards at least—that is, a long suit.—*R. A. Proctor* [*L. O.*], "*How to Play Whist.*"

When obliged to lead from a suit of less than four cards, the rule is to lead the highest, in order to strengthen your partner's hand, if the card you lead happens to be of his suit, and also to show him that you are weak in it. * * * When leading from a short suit in which you have two honors, you lead the higher. If the card you lead wins the trick, you follow with the other honor.—*John T. Mitchell* [*L. A.*], "*Duplicate Whist.*"

An approximate solution of the problem will probably be found ere long from practical experience. The short-suit faddists play duplicate matches from which luck is, to a great extent, eliminated. If they win a considerable proportion of these matches, the whole theory of whist will have to be reconsidered; if, on the other hand, they are hopelessly beaten, short-suitism will die a natural death.—"*Cavendish*" [*L. A.*], *Scribner's Magazine, July, 1897.*

It is generally undesirable to lead from short suits. * * * (1) because you thus lose the chief advantage of the lead—the opportunity to inform your partner of your long suit and the chance of establishing it. (2) You probably help your opponent to establish his, the chances being two to one that your antagonists have strength in your weak suit.—*Kate Wheelock* [*L. A.*], "*The Fundamental Principles and Rules of Modern American Whist,*" *1887.*

It is advisable in most cases where your game is desperate, and where it is clear your partner must be strong in your weak suit to save the game, to lead your weakest suit, notwithstanding principle 1. Your partner should finesse deeply in the suit you lead him, and should not return it, but, actuated by motives similar to yours, should lead his weakest suit, in which you should finesse deeply, and continue your weak suit, and so on.—"*Cavendish*" [*L. A.*].

What surprises us is that so few of the long-suit players seem to be aware of the large number of short-suit plays advocated by their authors under situations of forced leads, strategy, perception, etc. Get out your copy of "Cavendish" and verify this statement. If we were to

write a book on the short-suit system, we should quote very largely from the master. About all that the short-suit authors have done is to codify the exceptions to the long-suit system.—*Cassius M. Paine* [*L. A.*], *Whist, August, 1896.*

In playing against short-suit leads, second hand must cover much more freely, and must cover certain cards which, under the long-suit system of leading, he is instructed to pass. Third hand, as a rule, is expected to finesse pretty deeply on a short suit led by his partner, while at the long-suit game such finessing is properly restricted to the holding of ace-queen only, and even this is regarded by many players as of little or no value if holding more than three cards of the suit.—*W. A. Potter* [*S+O.*], *Providence Journal, August 1, 1897.*

Over a year ago a party of four men in this city [New Castle, Pa.,] decided to give the original short-suit game, as we understood it, a fair trial. They arrived at this general idea: If a hand is a tenace hand in suit, be the trump four small or less, it will be permissible to open a short-suit originally where the card led is not below a nine, or to open a four-suit headed with nine or ten, with the highest card in it. It follows then that the partner does not return the suit so opened, but that it is a good suit to lead through the original leader.—*G. B. Zahniser* [*S. O.*], *Whist, April, 1896.*

The long-suit player always begins with his long suit, whether he has the slightest hope of establishing, defending, and bringing it in or not. The short-suit player never touches it except for one or two reasons: because he is in a hurry to secure tricks with any winning cards the suit may contain, or because he is pretty sure he can make the suit with any reasonable assistance from his partner. If neither of these reasons exists, he will not lead the suit as a long suit, but will begin with an intermediate card, if he leads it at all.—*R. F. Foster* [*S. O.*], *New York Sun, May 17, 1896.*

Many of those who adopt the short-suit game as a regular system of play, use the original or opening lead to indicate the general character of the hand, rather than any details of the individual suit. In the long-suit game the original leader is always assuming that his partner may have something or other, and playing on that supposition. The short-suit player indicates the system of play best adapted to his own hand, without the slightest regard to the possibilities of his partner. It is the duty of the partner to indicate his hand in turn and to shape the policy of the play on the combined indications of the two. This system was elaborated by E. C. Howell.—*R. F. F* [*S. O.*], "*Complete Hoyle.*"

From such considerations as t [when the game is desperate and you only weak suits] has arisen the so-c short-suit system, that of finesse and ace instead of main strength, be about the same relation to the re long-suit play as chess does to chec It should neither be hastily conde nor indiscriminately adopted. The vantage of this system consists conceded effectiveness, under favo circumstances, in the play of hand void of or weak in trumps. Its d vantages are due chiefly to the difficulty at times of recognizing nature of the lead, as in this play ner's suit should never be returned. possible advantage of finesse or te sacrificed. It is usually quite as dif to find two players who can be r upon to properly support each oth this system as to beat their game found.—*Emery Boardman* [*L+A.*], "*ning Whist.*"

If you, pitying the pathetic effort the wooden long-suit player as he bli tries to cast all hands, be they larg small, round, triangular, or oval, in one little square mould, if you, I re have led singletons and short suits, later have eagerly trumped those s you must have noticed certain flaw your system; you frequently must shaken your partner's confidence in by calling upon him to play somet upon a lead from length, other times a short lead, he could not tell which b absolutely in the dark as to what you in your hand. Have you not often low-card singleton, or else a low two suit, and caused your partner to play in hand a king or a queen, which was to the adversary's ace? Do you th that such a loss was compensated fo the chance you thereby gained to tr that suit, if indeed the adversaries not first draw your trumps?—*Charl Street* [*L+A.*], "*Whist Up to Date.*"

In these cases [with four trumps wh cannot be led without further justi tion and three plain suits of three c each; or with your long suit previ led by the adversary] you may be dr to make an unphilosophical, or, as technically called, *forced* lead fro short suit of three cards or less. * But you must not try to deceive y partner into believing you are lead from a long suit; and an effective m of doing this is to reverse the ordin rule and lead the *highest*, instead of lowest of the suit. * * * This rul not arbitrary; it is founded on reas for your high card will probably ens your partner to finesse, and will s

a losing a high card to no pur-
ich he might do if you led the
If, having three, the highest is
.ing or queen, you are justified
ig the lowest in the hope of
is making your high card, and
.he chance of strengthening the
r.—*William Pole* [*L. A.*+], "*Phil-Whist*," *1883*.

w York *Sun's* whist column, for
:wo issues, has contained statis-
)urn—and that's all they are
. The thing sought to be
, we suppose, that if these suits
)een opened more tricks would
n taken in them, and conse-
according to the profound logic
.tor, the suits should never have
ied at all, but a short suit should
a led in each case, whereupon,
, the adversaries will proceed to
· short suits, which will be the
of the original leaders, and the
:aders will then proceed to take
those long suits In other words,
nent is this: I can take more
my suit if the adversary is kind
· lead it for me; so I'll just give
· tricks in his long suit, and in
:rhaps, he will give me a few
I'll be fair about it; I'll give
rust to his generosity in return-
ift. Of course, the mere state-
his argument is an absurdity;
st place, it contains an admis-
the short-suit lead is going to
adversaries tricks in their long
they could not get if compelled
:m themselves—a practical con-
at the short-suit game is a de-
antage to the opponents. In
place, it entirely overlooks the
the adversary, with the great
: of having his suit established
ponent's lead, before he returns
is very apt to exhaust trumps,
a few cards of that established
g his partner discards of the
ds in the long suit of the origi-
. After he does that he may be
is enough to lead his partner's
suit before paying the debt he
e adversary. After his partner
a few tricks himself he may feel
enough disposed, and probably
y thankful for the tricks pre-
t there are only thirteen cards
at whist, and the deal is over.—
Bunn [*L. A.*], *St. Paul Globe*,

ere are hands in which it is
lvantageous to open such a suit
it] the expert players of the
with a unanimity which the
ers and teachers, who are fond
ig the doctrine that a short suit
ver be opened originally, can-
not explain. * * * The whist-players of the day may on this subject be divided into three classes, viz.: (*a*) Those who never originally open a short suit. (*b*) Those who do so with four trumps, and either no long plain suit or one which they do not wish to open. (*c*) Those who do so, regardless of the number of their trumps, whenever they do not desire to open a long suit. The position taken by class (*a*) is as antiquated as that of class (*c*) is unsound. Class (*b*) unquestionably stands on the best trick-taking basis; but, like every other good play at the whist-table, the original opening of a short suit with trump strength may be carried to an absurd extreme. The play should only be made when both the combinations favorable to it exist, viz., a short suit well adapted for opening purposes, and either no long plain suit or one which it is most unquestionably a disadvantage to open. To those who desire to have an absolute rule to guide in each case the following ideas on the subject may be of value. It is obviously impossible, however, to accurately cover every case, the make-up of the entire hand having much to do with the decision to be reached. [Mr. Work then divides short suits into three classes, as follows:] (1) Those well adapted for an original opening, as queen, jack, with or without one other; jack, ten, with or without one other; ten, nine, with or without one other; jack, with one or two others. (2) Those which may be opened originally, if necessity requires a short-suit opening, as ace and two small (lead smallest); queen and one other; ten and one or two others; nine and one or two others. (3) Those which should never be originally opened, embracing all other short suits.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day*."

Short-Suit Leads, Foster's.—While R. F. Foster is the acknowledged leader of the short-suit movement in America, he has not given us any text-book devoted exclusively to an exposition of the short-suit philosophy, such as Pole, on the opposite side, devoted to the theory of the long-suit, for instance. Mr. Foster's short-suit teachings are mainly embodied in his trenchant articles published in the New York *Sun* and other journals of the day. They are also reflected, to a certain extent, in his text-books on whist. In his "Whist Strategy"

(1894) he tells us that "the short-suit game is one in which the players lead supporting cards to each other, with a view to enabling the leader's partner to finesse to advantage in suits in which the leader himself is weak. Each endeavors to secure the best results from any combinations of high cards he may hold, by getting tenaces led up to, instead of leading away from them." He adds, very conservatively, "It is usually adopted only when the hand is not strong enough for the long-suit game." In the revised edition of his "Whist Manual" (1896) he states the object of the short-suit game to be "to secure for certain cards in your hand a trick-taking value which does not naturally belong to them, by taking advantage of probable, known, or inferred positions of the cards. It is a game," he adds, "in which the original leader tries to strengthen his partner, but holds on to his tenaces, and in which the partner finesses deeply, leads strengthening cards, and plays them in second hand, holding his tenaces and watching for opportunities." In "Whist Tactics" (1895) he gives the following concise directions for the short-suit game:

"Lead the best card of your short suit, provided it is above an eight and not higher than a queen. Lead a strengthening card from your long suit, if you are too weak to play the long-suit game. Adopt either of the two foregoing in preference to leading away from a suit in which you hold either a major or a minor tenace. Lead a singleton only when you have six trumps and your partner knows nothing of the game."

Thus, according to his mode of play, the original lead of any card below a nine shows that the suit is strong, and that there chances of defending an it in—in other words, i the long-suit game for th lar hand. The short-s as above outlined, he h great advantage over the lead from long suits, shows when there is l chance for a long-suit succeed. On the other h a short-suit player leads from his long suit, his p the assurance that it wil be brought in, which decided advantage. H says he does not lead sh preference to long suits warning to partner tha suit is worthless as a lead, even with reason ance from him.

His mode of play, as commended by him in is frequently spoken "common-sense" gam from his rejection of the long-suit opening, he ha well known, rejected leads and all other co signals, although learnin order to keep watch of saries who employ them. recent definition of com players (*Sun*, 1897) may as a statement of his own

"Common-sense play number-showing leads, signals, no echoes, no fo no calls through honors interior leads, no directiv nor anything of that ki confine themselves to simple principle of playi suits up and weak su None of their plays have meaning, but they simpl that they are managing th according to their light partners are not directe private or conventional

e to infer what they can cards played by their ıd the apparent designs ersaries."

y simple and unfettered s somewhat from other f short-suit play, espe- ı that of E. C. Howell a disciple of Foster), latter finds almost as ob- : as the long-suit game can leads. He says: "It ssary for common-sense agree beforehand that ds shall mean certain ich is the essential prin- : Howell game. Such a ıfines the player, and in constant dread of choose between two her of which expresses .nts his partner to know, f which deceive him in e. Common-sense play- ads that are not clear to ers sometimes, but they them right about their re any damage is done." so lays down the general elsewhere that it is ı player, especially with ıand, to play with the that his partner is ı under the mistaken that he may be strong. uniform adoption of short suits when hold- ands.

ınnection we may appro- ive three illustrative ı comments, which Mr. ılished in the *Sun*, as ıe three leading princi- hort-suit game as taught he first is the play of a l, without much regard involving a free use of and underplay. Hearts . A leads; the under- wins the trick, and the is the next one led:

Tricks.	A	Y	B	Z
1	♡ K	♡ 2	♡ 8	♡ A
2	A ◇	7 ◇	2 ◇	J ◇
3	♡ Q	♡ 4	♡ 3	♡ 5
4	♡ J	♡ 7	♡ 9	♡ 6
5	4 ◇	8 ◇	10 ◇	6 ◇
6	♣ K	♣ 6	♣ 10	♣ 3
7	K ◇	Q ◇	3 ◇	9 ◇
8	2 ♠	5 ♠	10 ♠	3 ♠
9	♣ 7	♡ 10	5 ◇	♣ 4
10	♣ A	♣ Q	♣ 2	♣ 5
11	A ♠	K ♠	4 ♠	8 ♠
12	Q ♠	♣ 9	6 ♠	9 ♠
13	J ♠	♣ J	7 ♠	♣ 8

Score: A-B, 11; Y-Z, 2.

Trick 2.—A knows that his partner must have several of the small diamonds which are missing, and that the jack is Z's best.

Trick 5.—A underplays in diamonds, as it is an even chance whether Y or B has the queen. If Y has it, he will naturally place the king on his left, on account of the false card at trick 2. Even if Y is suspicious and puts on the queen, if he has it, he must lead up to A. If B can win the trick, it will give him an opportunity to show his hand.

Trick 6.—B infers that his partner's suit must be clubs, and he has no difficulty in placing the diamond king in A's hand.

Trick 7.—A cannot place the diamond queen, as B would finesse with queen, ten against Z; but as B must have two diamonds, it is better to get the king out of his way.

Trick 8.—The fall of the diamonds marks B with the thirteenth, and in order to get him in to make it, A leads a small spade. This is one of the principal things about this style of play. If you want to give your partner discards, not to allow him to make tricks, lead high cards; but if you want to get him into the lead for any purpose, lead low ones. This strategy often brings about very interesting situations.

The only tricks made by Y-Z in this hand are the ace of trumps and the odd trump, which must make in any case, no matter how the hand is played.

The second hand illustrates what has been known for many years in Europe as the "invite." It may be played either in trumps or in plain suits. The invitation in trumps is usually made when they are weak, by first showing the command of your long suit, or of a re-entry suit, and then leading a trump. It practically says to partner: "This is my game, but my trumps are poor. Can you help me out? If not, return my suit." Partner is not bound to return the trump lead unless he thinks best, and in this respect the invitation differs from an original lead of trumps. The invitation in plain suits is made by beginning with a small card of a long suit containing neither ace, king, nor king, queen, jack. The suit led must be accompanied by a sure card of re-entry in another suit. Hearts are trumps, as before:

Tricks	A	Y	B	Z
1	Q ♢	2 ♢	4 ♢	K ♢
2	♣ 7	♣ Q	♣ 4	♣ 2
3	♡ 5	♡ 2	♡ 7	♡ K
4	♡ 6	♡ J	♡ 9	♡ 8
5	♡ Q	♡ A	♡ 10	♡ 3
6	♣ 8	♣ K	4 ♠	♣ 3
7	3 ♠	2 ♠	9 ♠	A ♠
8	♣ J	3 ♢	7 ♠	♣ A
9	5 ♠	5 ♢	10 ♠	♣ 10
10	6 ♠	7 ♢	J ♠	♣ 9
11	8 ♠	8 ♢	6 ♢	♣ 6
12	10 ♢	9 ♢	Q ♠	♣ 5
13	J ♢	♡ 4	K ♠	A ♢

Score. A-B, 0. Y-Z, 13

Trick 1.—Had A followed the teachings of Pole and opened his four-card spade suit, the result would have been exactly the same; for Z, with his re-entry diamonds, would still have in[vited] partner with the small club, and have been certain that Z's re-e was diamonds, and not spades

Trick 2.—Z is too weak to ris ning with the trumps with an lished suit, because a force in might ruin his hand. He cann any card of re-entry before trumps, so he invites his partner ance in making his clubs In th of play, all such brain-saving fourth-best leads are utterly dis the attention of the player is trated on the position and on the to be employed, not wasted in spots.

Trick 3.—Y snaps at the bait of Z, and leads the trumps at once, the invitation in clubs would n tended without an accompanying re-entry in one of the other plain

Trick 7.—If Z's card of re-ent in spades, Y can trump the seco of that suit, and lead the diamon

The third hand illustrates of play in which you sacrifi hand to partner entirely, hav hope of accomplishing an yourself except taking a tri sibly in a weak suit or ma tenace perhaps in a short one theory is that when there is n to lead trumps for, no long s play for, no need of partne sistance in anything, it is bet advise your partner early i game not to waste his sub upon you, but to look out for self. The opening leads in form of strategy are easily d guished, because the card neither a winning one nor a one, and the suit to which longs is never the trump. H calls this the supporting-card in which a player, without e tablishment of a suit, pick tricks here and there with cards, and leads cards worthl his own hand, but of such that they may help partner. cards and tenace strength are fully nursed. Foster calls tenace game. Hearts are tr and A leads, as before:

A	Y	B	Z
9	♣ 10	♣ 2	♣ J
2	♡ 5	♡ 3	♡ K
7	♡ 4	♡ 6	♡ A
10	♡ J	♡ Q	♡ 9
Q ◇	2 ◇	8 ◇	4 ◇
6 ♠	7 ♠	10 ♠	K ♠
6	6 ◇	♣ 4	♣ 5
5 ♠	8 ♠	J ♠	4 ♠
3 ♠	Q ♠	A ♠	9 ♠
A ◇	7 ◇	5 ◇	K ◇
2 ♠	9 ◇	3 ◇	♣ 8
3	10 ◇	♣ A	♣ Q
8	J ◇	♣ 7	♣ K

Score: A-B, 9; Y-Z, 4.

1.—Having nothing to hope for tenace in diamonds, A leads t supporting card to partner. ;h Y covers the nine led, B sees on why he should win the trick. irly warned to look out for him- d besides the disadvantage of ip the entire club suit to the ad- s, he has a very bad hand to lead om. Z naturally places the club Y, and thinking they have the uit between them, with a prob- ff staring them in the face, he s partner's trick to lead trumps, s very proper with his good re- rds.

4.—Z cannot tell whether his has three trumps or four, but it to go on. From the fall of the one but the holder of it knows the last trump.

6.—Partner having apparently in clubs or diamonds, A natu- ies the spades, which B must

7.—Z's idea of the hand now is partner must have the club ace honor in spades, so he leads a ub to get his suit unblocked. A the invariable short-suit princi- econd-hand play, "cover every- and afterward plays the spade wn," enabling partner to mark olutely with the trey and deuce. rdly necessary to say that the en tricks in this hand were eye-

Short-Suit Leads, Howell's.—The most radical of the short-suit advocates is probably Edwin C. Howell, of Boston, whose ideas were at first imbibed from Foster, but who soon started out upon independent lines of his own. He tells us that a few years ago, while discussing with Foster the short-suit ideas promulgated in the latter's "Whist Strategy," he asked if they could not be reduced to a system, perhaps the same as the long-suit, or modern scientific game. Mr. Foster did not see how such a thing could be done; in fact, he was not in favor of laying down any hard-and-fast rules. He believed in allowing every good player to use his judgment in regard to the opening of his hand, and above all, he wished to avoid a cut-and-dried, wooden, or "parrotic" style of play.

"All this," says Mr. Howell, "was very charming and ingenious; but I held then, have always maintained, and believe now more firmly than ever, that a definite system of play, founded in principle and developed by information-giving conventions, is essential to the practice of whist, however pleasing the go-as-you-please tactics may be in theory." Hence, Mr. Howell's book, "Whist Openings," which appeared in 1896, and the so-called Howell game therein advocated. This may be briefly summarized as follows: When a player holds a long suit which is not headed by a sequence of two or more high cards, and is not accompanied by such strength in trumps and other plain suits that, with reasonable assistance from partner, it may be established and brought in, it should be left untouched, for the player is more likely to make tricks in it if some one else opens it. Instead of leading from such a

suit, he should lead from one in which he does not expect to make a trick, and then he will not be disappointed. Nor will he compromise partner's hand by forcing him to make a probable sacrifice that can do neither any good. On the other hand, by leading a fairly high card from his poor suit, the player will probably strengthen partner's hand, and if he leads from a very short suit he may also win a trick or two in trumps, just when he needs them. "Such," says Mr. Howell, "are the distinct earmarks of the short-suit game—tender nursing of strength that cannot take care of itself, support of partner without sacrifice, and cheerful consent to a 'force' with weak trumps or strong if you see nothing better."

He next proposes to throw aside the whole system of American leads (with the exception of the trump indications), and to substitute therefor his plan by which the general character of the whole hand, instead of only one suit, may be shown by the lead. For this purpose he defines five ways in which tricks may be won, each dependent upon the cards held in hand, as follows: (1) The long-suit game. (2) The supporting-card game, played by "preserving your high cards and tenace strength, and leading cards worthless in your hand, but of such a size that they may help partner." (3) The high-card game, "having several high cards in sequence in a plain suit, you may endeavor to win tricks with them as early as possible, without regard for the rest of the hand." (4) The ruffing game, starting in with the lead from a very short suit, in order to win tricks in it by ruffing. (5) The trump attack, "having length and strength in trumps, and at least one good plain suit, or winnin scattered among the thre suits." He advises his f to "play the long-suit gam have a good plain suit, fair s in trumps, and at least one ably probable card of re-e another suit," and adds: should not indicate the l game by your original lead you are perfectly willin partner should immediate trumps, from strong or weal As for the manner of indic partner the long-suit or an of the five styles of game, the gives in brief the meaning various leads, as follows:

Ace—followed by king, indic high-card game, generally five in suit, with little or no stren side of the suit led; followed by card, indicates the ruffing gam probably no more in the suit led.

King—followed by ace, indic high-card game, but greater acc ing strength than ace followed unaccompanied by ace, indica high-card game, with probably qu jack and others of the suit remai

Queen—indicates the supporti game, and not more than two in

Jack—followed by queen, indic high-card game, the suit led being jack, ten, and others; followed by king, or a small card, indicates t porting-card game, and genera more than three in suit.

Ten or nine—indicates the supp card game; followed by jack or spectively, indicates a suit of f more; does not deny higher cards suit.

Eight, seven, or six—indicates th ing game, with generally not mor two in suit; generally denies ace card in suit.

Five, four, three, or two—indicat long-suit game, with probably a suit, and certainly trump strength mands partner, if he gets in early trumps.

As already intimated, only i matter of trumps does Mr. H retain a vestige of the Am leads. He says: "In trump the American leads to show ber, including the fourth best

h best from king, jack, thers, and ten from queen, l others."

e Howell system, every card ed must have a certain mean- there is no card in the hand convey the meaning intended is just as much deceived as in it game. Many instances occur e leader cannot properly show His long suit has no card be- ; his short suit has none above has no supporting cards, his headed by kings, with very ip-inviting cards with them. s arise in which an interme- biguous card must be selected, st be invited in a suit in which olds three cards —*R. F. Foster York Sun, 1896.*

Suit Leads, Keiley's.— m of short-suit leads ad- y Charles R. Keiley, in mon Sense in Whist," e had nearly ready for 898) differs radically from owell, and conforms more the ideas of Foster.

t," says Mr. Keiley in the ion to his book, "has d a battle royal of brains. ers are the generals, and the forces. The forces times strong, sometimes trong in themselves, as in f trumps; strong by posi- its with tenaces; or strong pment, as in the case of a suit, a re-entry card, and ut. The forces are weak opener has simply to play , when he has little or himself, but hopes for a by his partner's aid.

eral needs common sense tlefield; so does the whist- the table. If, when study- ary tactics, one were told a plan which proved ine times to one success, ld be thought of the pro- This is what the long- ge at whist. No one who be an authority on the rigid long-suit game will aver that a suit is established in the opener's hand oftener than once in ten. Does it seem reasonable to follow such a plan exclusively? The fact that there is a success occasionally will prevent the long-suit game from being abandoned, but that does not prevent departures from it.

"Whist should be considered from the standpoints of attack and defense. The opener should not always be on the offensive, for aggressive methods often produce undesired results when strength is absent; on the other hand, too much defense prevents great gains. Attack, defend, or run. Play the long suit or the trump attack, play the supporting-card game, or take your high cards in before a cruel frost blights their prospects."

Mr. Keiley's method is sometimes called the New York game, and is an elaboration of the tactics employed by the team from the New York Whist Club, which, under Mr. Keiley's captaincy, won the Challenge Trophy at the sixth congress of the American Whist League. Mr. Keiley holds that it is unadvisable to attempt the long-suit game with an unestablished suit, unless the hand contains, besides the long suit, three trumps with two honors, or four trumps with an honor, or five medium trumps; and in each case a card of re-entry in another suit. Here are the leads advocated by him in detail:

The lead of ace shows a suit of five or more without the queen or the jack. If the ace be followed by king, the player is weak and is "running"—that is, trying to get what tricks he can before the high cards sour in his hand. The players employing this system rarely lead the ace when they have not the king; and when they are forced

to lead from the ace, queen, jack combination, they often open with a low card.

The lead of the king shows two tricks in the suit; accordingly it is led originally only from ace, king, or king, queen, jack combinations. From king, queen, and small, the lead is usually a small card. From king, queen, ten, and others, the king is not led unless the suit is very long.

The queen-lead shows the ability to win the third round in the suit; accordingly it is led from queen and one small; from queen, jack, ten, or sometimes from queen, jack, nine. The lead from queen and one small is avoided, however, when the hand presents a better opportunity.

The jack is always the top of the suit. The lead of the jack from jack and one small is regarded as an ideal one in this game.

The ten is usually led as the top of the suit, though it may be an intermediate. A suit of four or five cards, headed by the ten, is opened with this card.

The nine is never led as a fourth best, or as an intermediate; only as the top of nothing.

The eight, seven, six, five, four, trey, and deuce are either the top of short weak suits, or the bottom of long and moderately well-supported suits. If from weak suits, the hand is "played down;" that is, if the eight is led from eight, six, two, the six is played on the second round. On the other hand, if the suit is moderately strong it is "played up."

Short-Suit Leads, Starnes'.— We have already seen that Foster's short-suit observations in his "Whist Strategy" caused E. C. Howell to enter the field as an exponent of exact rules for short-suit play. Foster's "Whist S is likewise responsible for able attempt, upon some ferent lines, to reduce th suit game to a science. W to Val. W. Starnes' book on Suit Whist," published in

Mr. Starnes starts out by that most writers on whist the past merely touched t original lead from a sh which they regard as for he can see no reason w one should not undertake short-suit game what so ma done for the long, that is, integrate and analyze its ments, and build up ther connected system of pl should be to some extent amenable to rule." He c that the short-suit game d as readily lend itself to " thumb" as the long-suit ga is of the opinion that it systematized to a much gre tent than is generally su and that many definite dir can be given, which will the partners easily to rea other's hands. When both ners have some acquaintan this method of play, Mr. S very much questions the wis the original lead from th suit under all circumstances: go to the other extreme, and upon the universal adoption short-suit lead, he is frank mit, "would be taking a still step, and would be almost a a mistake as the invariabl from the long suit."

Like Foster he eschews Am leads and remains loyal to t system. By taking the c tional long-suit leads and system as a standard, he says are enabled to detect the suit leads by the difference b the two. If," he continu

ard, that by general consent, ly when accompanied by a other card, and you know o not hold that other card, o know that I have not conventional lead. This is e evidence that I have made suit lead."

rced to open a suit from o conventional lead can be he advises that it should ed as a short suit, and led such. The various short- ds are given by him as the two-card suit being red the "short suit par ex- :"

g alone.—With these two cards dent that nothing would be y leading either of them. * * * erefore better to begin with suit, keeping the ace-king suit ses of re-entry. * * *

een alone.—These cards forming r tenace, you will, of course, her of them.

k alone.—These cards, and ace, est led up to; so that with such ation you should select some t. If your hand is so constituted cannot avoid playing one of when you hold tenace in all the other suits, lead the lower jack or ten, not the ace.

d one small.—With the ace and r card from the nine to the two, ad the small card, if you must suit at all. As already stated, it keep commanding cards. * * *

ueen alone.—With these lead the with the royal couple you can force out the ace at the sacrifice jesty, since you are left in com- th the queen as a card of re- d at the same time have thrown

nd one small—With these you ad some other suit, in conform- the principle that with the st only once guarded it is safer e one else lead the suit. * * * ther cases lead the higher of two

ny two cards lower than the e other suit should be selected ening lead, as partner will find fficult to read the lead correctly. ate cases you may go as low as a perhaps a six, provided you ad- tly to the rule of leading always r card.

If a singleton is to be led at all, the denomination of it, so that it is lower than a king, does not matter.

In continuing short-suit leads, Mr. Starnes is of the opinion that it is always desirable to follow up a strengthening card with another card of the same suit. For instance, if you lead a queen, and it wins, he advises going on with the suit; so also with the lead of jack, but if a ten or nine wins, under similar circumstances, it should generally be followed by a lead of trumps, as partner must be very strong in the suit. He would in such case lead trumps if possessed of four trumps with one honor, or three trumps with two honors. Of trump leads in general he says: "Although short-suit leads are never made in trumps, the system of leading trumps should be thoroughly understood, as it varies somewhat from plain-suit leads." Much space is naturally devoted by him to ten-ace, finesse, and cross-ruffing, and he lays down this fundamental principle and ruling motive of the short-suit game, which he considers the essence of all whist: "Every card, individually, is more valuable when led up to than when led." He says in conclusion: "The long suit is admirably adapted to a fine hand, but such hands are sadly in the minority. The short-suit game provides for the great majority of hands, which are only moderately strong or woefully weak."

The following illustrative hands and comments are from the book, and show Mr. Starnes' mode of play contrasted with that of strict long-suit players. Hearts trumps. A and B are partners, and play the long-suit game, against Y and Z, who are short-suiters. A leads. The underlined card wins the trick, and the card below it is the one which is led next:

Tricks.	A	Y	B	Z
1	♡ 6	♡ 5	♡ 3	♡ 9
2	Q ♢	K ♢	A ♢	J ♢
3	♡ 2	♡ A	♡ 4	♡ 10
4	4 ♢	10 ♢	3 ♢	2 ♢
5	♡ 7	9 ♢	5 ♢	7 ♢
6	Q ♠	A ♠	6 ♠	5 ♠
7	♣ 8	♣ 2	♣ 3	♣ J
8	♡ K	4 ♠	6 ♢	♡ Q
9	K ♠	7 ♠	J ♠	8 ♠
10	2 ♠	♣ 4	♣ 5	10 ♠
11	♡ 8	♣ Q	♣ 6	♡ J
12	3 ♠	♣ A	♣ 7	♣ K
13	9 ♠	8 ♢	♣ 10	♣ 9

Score: A-B, 4; Y-Z, 9.

Comments by Mr. Starnes:

Trick 1.—A has been taught always to lead trumps from five; so he begins with his fourth-best heart.

Trick 2.—Z is a short-suit player, and wants his club tenace led up to if possible. Both his other suits being weak, he selects the one with the highest card, other than an ace or king, and leads it to his partner as a supporting card. A properly covers with the queen, which would gain a trick if the positions of the ace and king were reversed.

Trick 3.—B has been taught that only sudden illness or having no trumps, will excuse the failure to return partner's original lead of the trump suit.

Trick 4.—Y continues the established diamond suit to force the strong trump hand.

Trick 6.—As A cannot catch both Z's trumps, he must proceed to the establishment of the spades.

Trick 7.—If Y continues diamonds, A will make both his trumps; so he is forced to open the club suit, beginning w smallest card so as not to the minor tenace if it is i versaries' hands. Z fin jack, as Y's lead must b strong suit; the deuce not supporting card.

Trick 8.—Z's play is no vent A from making trumps.

Now let us examine the in which A and B are players, while their adve and Z, follow the long-sui

Tricks.	A	Y	B
1	Q ♢	K ♢	A ♢
2	2 ♠	A ♠	J ♠
3	4 ♢	10 ♢	3 ♢
4	♡ 2	♡ 5	♡ 3
5	♡ 6	♡ A	♡ 4
6	♣ 8	♣ 2	♣ 3
7	♡ 7	8 ♢	5 ♢
8	♡ K	4 ♠	6 ♢
9	K ♠	7 ♠	6 ♠
10	Q ♠	♣ 4	♣ 5
11	9 ♠	♣ Q	♣ 6
12	♡ 8	9 ♢	♣ 7
13	3 ♠	♣ A	♣ 10

Score: A-B, 7; Y-Z, 6

Comments by Mr. Starne

Trick 1.—Having no re lead trumps, even with five. having three honors in h suit, A prefers the good sh lead in diamonds. Althoug not the fourchette, the c holds below the king are enough to warrant him in A-B to play two honors to trick. The fall of the card the jack the only card out Y's diamonds.

ı.—B returns the support-
:, which A finesses.
3.—Y, being a long-suit
›roceeds to establish the
suit by leading one of the
ıd third best. Z wins this
rder to lead trumps, as he
amonds must be Y's suit,
as four good trumps and a
:-entry in clubs.
ı.—Y leads a small club as
:hance to get his partner
ead again to continue the
Being a long-suit player,
›t finesse the club jack.
'.—Z cannot risk the con-
of the trumps, but pre-
rce with the diamond suit.
8.—A draws one of Z's
ınd forces the other with
lished spade suit.
ıt of the hand plays itself.
t is a distinct gain of three
ıich are made in the face of
lefensive play possible for
very little carelessness on
of the long-suit players
ve lost them three tricks
king the gain of the short-
six tricks instead of three.
ınce: On the original A
ave played the king of
ı the return of the suit,
ıuld have made it possible
lraw both his trumps after
been forced out by Y's
ı. This would have lost
ks. Another would have
if Y had not covered the
queen on the overplay.
›riginal, Z's short-suit lead
iiamond jack enables his
o win two tricks in the
ile the long-suit player
same cards got none. In
ılay B's short-suit lead of
:k enabled his partner to
e tricks in spades; but in
ıal the player who led this
ıone. In the trump suit
t-suit player made three
tricks by not leading them; while the player who led them got two only.

Short-Suit Leads, Tormey's.—While a number of clever writers on whist have tried to develop short-suit play after the manner of the long-suit game, by extending and forming it into a separate system, and have paid as much attention to it as writers on the other side have to long suits; and while others, like Charles S. Street, have proposed a mixture of long and short-suit ideas for expert play (see, "Modified Game"), there are some long-suit advocates and players who believe in essentially upholding the long-suit game as the standard, and providing more liberally than heretofore for forced leads or short-suit play in emergencies. One of these is P. J. Tormey, of San Francisco, who has propounded and answered the following series of questions:

1. You hold, say, three three-card suits, and four trumps. What then?

Lead the top of a three-card suit headed by queen or jack, or the bottom of one headed by ace or king; and, if you hold two tenaces, lead the fourth-best trump. (See note on trump lead, case 4.)

2. Same holding, only change the four trumps to plain suit. What then?

If the four-card suit is headed by the eight or nine, lead the top (or highest), never the bottom. If the suit of four cards is headed by a ten or higher, lead fourth best. If the highest is a seven or under, don't lead from it; open a three-card suit. (See case 1.)

3. You hold five or six cards of a plain suit, headed by an eight, two or three small trumps, no suit. What then?

If you hold five or six cards of a suit headed by eight or lower, treat it as worthless, and don't open it. Open a three-card suit; if you cannot do so, open a two-card suit from the top, if not higher than a queen.

4. You hold four, five, or six small trumps and no plain suit. What then?

When you are the original leader, and hold four, five, or even six small trumps, and no suit worth trying to establish, or want to protect a high card or tenace in one of your short suits, or when you think a lead of trumps is the best protection for your hand, lead the smallest from four, five, or even six, and have the lead convey this information to your partner: This is my lowest trump. I have four or five, or possibly six, and no plain suit to establish, and you should not return trump without good reasons of your own for doing so. If my partner does return trump immediately, he should say by so doing that he has a suit he can bring in; not a suit to establish, for if it was not established he should lead from it first, and then return trump, and not until then. The original leader can "high-low" at the first opportunity to tell number of trumps, if he wishes to. If the original leader wants an immediate or quick return of the trump suit, then lead any trump that can mark a lower one in hand; number can be shown later by the "high-low" play. If the trump holding is headed by a card no higher than a nine, then lead from the top when you want trumps immediately returned.

5. You hold seven small trumps and no plain suit. What then?

If you hold seven or more small trumps and no suit, you are justified in leading from a two-card suit or singleton, proclaiming great trump strength, and inviting a cross-ruff, or any other use of your tru your partner wants you to

Short Whist.—The Engl of five points, with honor ing. The original game, by Hoyle and his immed cessors, was long whist, te with honors counting. was shortened, about the y to five points, the honors b counted as before. The c said to have been due losses at the table on the Lord Peterborough (for played for heavy stakes in lish clubs in those days chivalrous desire on the p fellow-players to give him opportunity to win his mo —or lose more. At any game was cut in two to p gamblers. The retention count of the honors at value greatly increased the of chance, for a side now all four honors (ace, king jack) counts four by hor thus has only one point to cards in order to go out. players on a side hold thre they count two, as heretof if each side holds two ho not counted, of course. W game was ten points the ch turning the honors did not so great an influence on th In order to bring the laws into harmony with the sh form of the game, a commi the Arlington (now Turf) London, co-operated with Loraine Baldwin in revis same, and in 1864 Mr. published "The Laws of Whist," together with an e the game, by James Clay. English code as then ado the Arlington, Portland, and whist clubs, remains in as in England to-day.

ler the English code is
yed for stakes. The
glish whist authorities
the counting of hon-
ly five points to the
erious objection, as one
ontain four out of the
necessary to win, and
y the element of chance
t to four-fifths of the
, leaving only one-fifth
lis gives the poor play-
ying goes, a chance for
, and is one reason why
takes is so firmly rooted

e game into two parts does
f any of its essential quali-
reble, double, or single, and
nusing as before.—*Descha-*
ws."

iors been cut in two when
divided, leaving three out
nts to be obtained by skill,
element in the composition
ould have been diminished.
eason that short whist, with-
preferred.—*A. Trump, Jr.*
t Whist," *1880.*

nost radical changes in the
as been cutting down the
en to five, which occurred
fathews mentions it in 1813
irred since the publication
ion in 1804, and Lord Peter-
inlucky gambler for whose
ange was introduced, died
Foster [*S. O.*], "*Complete*

[is] a game of five points,
nility of winning four by
an average of about two,
hree points to be won by
ie confessedly more scien-
ong whist, with its average
ts by honors and six by
much closer analogy to the
ne of seven points, no hon-
nore scientific still.—*Emery*
+A], "*Winning Whist.*"

ovel" [by Bulwer-Lytton]
ed, with the touch of a mas-
of mind of the players of
ols. Short whist had been
Squire Hazeldean's. Cap-
s, who played at Graham's
id profit, and who there, no
d his new-fangled style of
er with *Parson Dale.* The
a capital rubber; he is one
of the old school, careful to a degree. The *Captain* happens, at a doubtful point, to lead a trump (we stop to say that, whatever our opinion may be worth, we should have done the same), and he loses the game. He is soundly rated by the *Parson* for his trump lead.—"*Cavendish*" [*L. A.*], "*The Whist Table.*"

Shuffling.—The art of mixing or intermingling the cards before they are dealt out to the players. Each trick taken up being of the same suit, it is desirable that their order should be disarranged. In some games the cards are also shuffled to prevent their being stacked or fixed up by an opponent. It is the duty of the dealer's partner, at whist, to shuffle the cards for the following deal, when two packs are used at a table. To shuffle is also called to "make" or to "make up" the cards, especially in England.

The right of shuffling the cards is a guarantee which belongs equally to each player.—*Deschapelles* [*O.*].

Clay was fond of shuffling the cards very thoroughly after each deal. Having suggested to him that so much shuffling was likely to produce wild hands, which are disadvantageous to good players, he said: "I do not agree with you at all. I should like to have the cards thrown out of a volcano after every deal."—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

There is a variety of methods for shuffling. The cards should be thoroughly mixed. An artistic shuffle can be acquired in a short time, and is a desirable feature of the game. * * * An expert once told me that he predetermines the play of a new partner by the manner in which he handles the cards.—*Mrs. M. S. Jenks* [*L. A.*], *Whist, January, 1896.*

Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases, the dealer may shuffle last. A pack must not be shuffled during the play of a hand, nor so as to expose the face of any card. —*Laws of Whist* (*American Code*), *Sections 8 and 9.*

The pack must neither be shuffled below the table, nor so that the face of any card can be seen. The pack must not be shuffled during the play of a hand. A pack, having been played with, must

neither be shuffled by dealing it into packets nor across the table. Each player has a right to shuffle, once only, except as provided by rule 32, prior to a deal, after a false cut, or when a new deal has occurred. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle the pack. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or while giving the pack to be cut, he may be compelled to re-shuffle.—*Laws of Whist (English Code), Sections 26–32.*

Has every player at a table where two packs are used the right to shuffle the cards before they are shuffled by the player whose duty it is to prepare the pack for the dealer? Has every player the right to shuffle the cards before they go the dealer? To arrive at a correct conclusion in this matter, it seems necessary to review the old English code in connection with our present code, to enable one to determine the legislative intent of our congress at the time the American code was framed. We think it is fair to assume that at the time our present code was under consideration, the committee on laws of our whist congress had before them all the codes on the game, and that these were critically examined for all possible suggestions. We think it is also fair to assume that in coming to a conclusion, the committee retained all the good features of the different codes and rejected as bad or useless all of those which do not find a place in our present excellent code. An inspection of laws 29 to 32 of the Portland Club code, shows that the English laws permit *each* player to shuffle once only, but provide that the dealer's partner must gather and shuffle the cards *first*, and extend to the dealer the right to shuffle them *last*. Our law 8 reads: "The dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer may shuffle last." As our code leaves out the English law permitting *each* player to shuffle the cards, we think it is fair to infer that it was the deliberate intention of the framers of our code to do away with the practice of promiscuous shuffling.

It now remains to be seen whether the manner in which they worded our law 8 is sufficiently strong to preclude any other construction of the same. The purpose of the rule was evidently to regulate the practice of shuffling, and it clearly defines *how and by whom* this shall be done. The language used is very strong; in fact, mandatory in terms. It reads: "*The dealer's partner must,*" e rule then goes on and permits a tion to this very strongly and a worded general rule, by extend next dealer the privilege of shu cards last, if he sees fit to do think that the legal maxim, " *unius est exclusio alterius,*" sho with full force, and that the very our legislators permitted one exc the rule necessarily implies tha tended to exclude all others

If every one was permitted t the cards, it would nullify the v of the law itself, which limits t to two of the players only. T struction of the law will pre confusion incident to promisc fling. We also think it is the on construction, for any other w only nullify the very plain ter law, but would also subvert the pose for which it was evidently We are therefore of the opinion s other two players, not named in have no right whatever to sh cards.—*Fisher Ames [L. A.], A gust, 1895.*

Sign.—A mark used in in the small cards in illustrat or descriptions in whist Thus, the plus sign (+) is g used to indicate one or mo cards whose face value is c tant; as, K, Q+, which king, queen, and one or mo cards. In this work the pl is used in the classification after the names of quoted a ties to indicate liberal tende

The letter x is used in books and journals to indi exact number of small ca Axxx, meaning ace and thre cards. Miss Kate Wheelo her book, employs ciphers indicate the small cards, and a cross (x) over the name of to indicate the second lead. also, "Signs.")

Signal.—A conventional p which information is conve tween partners, and which also be noted by, and have an upon the play of, the adver more specifically, the signal c

. (See, "Trump Sig-

ist in a nutshell—signs, and a short supply of brains.—*Papers* [*L+O.*].

nds in signals, and each card m the first to the last, is to a signal.—*C. D. P. Hamilton*

thinks it right to signal in om which you would lead, trump suit is headed by one highest honors.—*Milton C. H.*], "*Whist of To-day.*"

ifter a Lead.—This is multitude of signals sprung up in America, more or less currency. bed thus by Milton C. iis "Whist of To-day:" player has led trumps, ersary has won the trick, bsequently made by the ader is considered by rs to mean six trumps, o mean a command for to continue the trump writer believes it wiser mean neither of these, weakness or strength in n being led."

for Trumps. — See, gnal."

Mistaking the. — It is ortant to read the trump it, and to wait until it is before acting upon it. the signal is sometimes y error.

io play more fatal than a iade because you think your started a signal, when in as not. It therefore goes ng, that a guess should only n there is little doubt of the signal.—*Milton C. Work* [*L. ist of To-Day.*"

g Game, The.—A game gnals are employed; the ientific game, and es- game of "Cavendish," Trist, and those players who employ American leads and other modern conventions. Whist, in a certain sense, is a signaling game whenever intelligently played, even without other conventions than the simple language of the cards and inferences drawn from the play of partner or adversaries. The old style of play, or Hoyle game, confined itself to this line of natural inferences. With the invention of the signal for trumps, in 1834, came the signaling game proper, and from that day it has been constantly added to until to-day a player of the days of Hoyle would be sorely puzzled to understand it. He would be like a child at his alphabet while those around him were engaged in reading fluently. Whist has been greatly elaborated by the addition of signals, and these are still bitterly opposed by those who prefer the game in its old-time simplicity, which they claim is better whist, giving the individual player better opportunities to exercise his own judgment, and to make more out of his hand, than if tied down by rules for every move which he makes. Nevertheless the signaling game is firmly established, and has many advantages which are not appreciated by the followers of the old school.

These refinements of artifice [penultimate, etc.] are utterly opposed to the essence of scientific whist, viz., the necessity of rational deduction. To substitute signals which convey information, without troubling the brains, must tend to spoil the game. — *Westminster Papers* [*L+O.*].

The signal game comprises all the various methods of signaling up hands between partners, according to certain arbitrary and prearranged systems of play. Many players object to these methods as unfair, but they are now too deeply rooted to yield to protest.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Whist is a game of signals; and the main secret is that the novice, in his

anxiety about the trump signal for which he watches so closely, or which he may be so anxious to give, fails to see by the fall of the cards the many real signals that to a good player are of much greater worth.—*G. W. Pelles* [*L. A. P.*], "*American Whist Illustrated.*"

If there is any truth in the argument against whist-signaling, it goes too far; much farther than those who bring it forward probably intend. Almost every card played in the game is a signal; that is to say, a skillful partner will draw some inference as to the number or value of the cards remaining in the hand of the player. And this is inevitable.—"*Modern Whist,*" *Temple Bar, Vol. 79, 1887.*

As the one quality which gives whist its greatest charm and favorably distinguishes it from chess and double-dummy is the exercise it affords of the faculty of reasoning from the known to the unknown, the introduction into the game of signals, which convey positive knowledge without exercising the reason, cannot but be regarded as a great blot on, and as tending to lower the character of the game, and to make it less scientific. * * * No wonder that "Pembridge," in his last amusing and instructive brochure, "The Decline and Fall of Whist," calls all the signals "wooden arrangements."—"*Mogul*" [*L + O.*], *Knowledge, 1885.*

If he [a player] asked an opponent, "Why did you cough twice just before playing?" and the opponent said, "In our club that means the card I am playing is my last in the suit: but two coughs, followed by a sneeze, imply that trumps are to be led instanter," he would probably say, "I would rather not play in your company." But really there is not much to choose between the two methods of signaling. And I think, with "Mogul," there is absolutely nothing to choose between the "peter" and a system (generally admitted, if that makes any difference) by which opening a suit of a different color from trumps should be understood to mean all-round strength.—*R. A. Proctor* [*L. O.*], "*Is Whist Signaling Honest?*"

With regard to the system of signaling, I sympathize with the objections which have been urged against it by many fine players, but the system *must* be learned by all who wish to play whist successfully. It must be learned for defense, if not for attack. A player is not much worse off than his fellows if he determines, and lets the table know he has determined, never to play the call for trumps, the echo, or the penultimate. He may even safely determine never to *respond to* the signal—indeed, with too many partners this is a necessary tion. Yet he can never escape t of *noticing* the signal. If he fails he will ere long find himself for enemy's weak trump hand, and c to force the strong (mistaking a r to the signal for an original trum or committing some other wha mity.—*R. A. Proctor* [*L. O.*].

Signs.—There is a mark ference between signals an in whist. A signal is a leg convention known and und by all. A sign is an atte convey information by illeg means. It is communicati partner in some secret, unfa ner, either by word, look, ture, or by the prearranged certain cards in a certain m Signs are used by card sharpe those who employ them ab expelled from the whis (See, also, "Mannerisms," liarities of Players," and " Conventions.")

If you, by look or gesture, end draw special attention to your p have not only cast an imputatio the whist perception of your part you have made an effort to take a advantage of your opponent—w made a sign, not a signal.—*C Hamilton* [*L. A.*], "*Modern S Whist.*"

Silence.—Whist has been the silent game because it c played without any other con tion than that spoken by the Its very name is by some auth held to mean silence. (See, " versation.")

The best whist and silence are rable.—*C. D. P. Hamilton* [*L. A. ern Scientific Whist*"

We would repeat our earnest that all discussion be discontinued the moment the deal commences. *chapelles* [*O.*].

The element of silence I find to b erned entirely by appreciation a consequent interest in whist, and i is in no wise a matter of sex.—*Adel Hyde* [*L. A.*], *Home Magazine, Jan*

gle.—In English whist par- a game of one point, made : side scoring five while their aries have scored three or (See, also, "Double," and le.")

gle Discard Call For se.—The discard of an eight her card of a suit not yet in as a request for partner to umps. This convention orig- with George W. Pettes. ndish" does not approve of ay; at least, he does not be- : should be treated as a com- but rather as a suggestion, l trumps.

: is still another one-card signal, nay be called the Pettes discard. a signal for trumps by throwing ight or any higher card. Ordi- if your partner discarded a card as an eight, you would suspect was commencing a signal, but if playing the Pettes discard you nsider that he has already sig- and lead trumps as soon as you This prevents discarding from uits which have no cards below ht, but players who use this dis- im that it is seldom they cannot way a low card of their long suit ey do not want trumps.—*John T.* [*L. A.*], "*Duplicate Whist.*"

gle-Table Duplicate.—See, licate Whist, Schedules for g."

gleton.—A single card, or ard only, in a suit dealt to er; the shortest short suit. iginal lead of a singleton is ered very bad play by long- dvocates, but it is made a ffective part of whist strategy ne short-suit players. There her short-suit players who hat singletons should not be such a lead can be avoided. 'Sneak Leads.")

ain suits, the original lead of a card is in no case defensible.— *ish*" [*L. A.*].

The only excuse for leading from a singleton is the chance of establishing a cross-ruff.—*R. A. Proctor* [*L. O.*].

Lead a singleton only when you have six trumps, and your partner knows nothing of the game.—*R. F. Foster* [*S. O.*], "*Whist Strategy.*"

Mathews, with considerable limitations, advocates leading singletons; now-a-days the practice is decried, but I regret to say that, as far as my experience goes, the principal obstacle to leading a singleton is not having a singleton to lead.—"*Pembridge*" [*L+O.*].

The slight advantage you might gain by the lead of a singleton is more than balanced by your having deceived your partner, and, probably, assisted your opponent to establish his long suit.—*Kate Wheelock* [*L. A.*], "*The Fundamental Principles and Rules of Modern American Whist,*" *1887.*

Trumping a short suit, if desired, generally comes about of itself more advantageously than by leading a single card, which of itself is, on independent grounds, a disadvantageous lead; it may kill a good card of your partner's without any compensating benefit to him or to you, and it may tend to establish an adversary's suit, which is playing their game.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

I cannot see how the lead of a singleton can work damage in the long run, if it is always accompanied by moderate strength in trumps, such as four fairly good ones. In making this assertion, I do not wish to be understood as championing the haphazard leading of singletons merely to make one or two little trumps. I urge it only when you have strength in trumps, or see a clear chance for a cross-ruff, or in preference to leading from suits of not more than four cards, headed by a tenace—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

This [short-suit system] is the only system ever discovered that removes the time-honored objection to the singleton lead—its being misunderstood by the partner. All writers since Hoyle have contended that there were many hands in which the lead of a singleton would undoubtedly be the best play, but for the danger that the partner might misunderstand it, and exhaust the trumps under the impression that the card was led from a long suit. The possibility of partner's misunderstanding the lead once removed, all the objections to the singleton disappear, and one of the most powerful engines at whist is placed at the disposal of the player who has no better use for his trumps than a possible cross-ruff. Here is an example of this system in actual

play. Z dealt and turned the heart eight:

Tricks.	A	Y	B	Z
1	5 ♠	3 ♠	A ♠	6 ♠
2	♣ A	♣ 3	♣ 4	♣ J
3	♣ 2	♣ 5	♡ 9	♣ 7
4	♡ 2	7 ♠	2 ♠	10 ♠
5	♣ 6	♣ 9	♡ 10	♣ Q
6	♡ 3	9 ♠	4 ♠	8 ♠
7	♣ 10	♣ K	♡ Q	♡ A
8	♡ 5	♡ K	2 ◇	♡ 6
9	♣ 8	♡ 4	4 ◇	♡ 7
10	3 ◇	8 ◇	Q ♠	K ♠
11	5 ◇	J ◇	6 ◇	J ♠
12	7 ◇	Q ◇	9 ◇	♡ J
13	10 ◇	A ◇	K ◇	♡ 8

The three falling from Y, and holding the deuce and four himself, B knows the five must be a singleton, so he does not finesse. Neither does he return the suit, but plays his own singleton first, so as to establish the cross-ruff.—*R. F. Foster* [*S. O.*], *Monthly Illustrator, March, 1897.*

Sitting.—A sitting at whist is a coming together at the table for play. The sitting may be long or short, according to the rules governing (as in clubs), or the inclinations of the players, as in the social or family circle.

Six-Spot.—The ninth card in value or rank, counting from the ace down; one of the low cards.

In the system of American leads it figures only as a fourth-best lead. In the old leads it is a penultimate or antepenultimate (or fourth-best) lead. In the Howell (short-suit) system, it indicates the ruffing game, generally not more than two in suit and no higher. In the New York, or Keiley, system of short-suit leads, the six is one of seven small cards which are led either at the top of short weak suits or bottom of long and mod well-supported suits. Starr not advise a lead from tw lower than a nine, except perate cases, when you ma low as a seven, or perhaps leading always the higher c

Skill.—The element in controlled by the player, as guished from the element o which is beyond control ex so far as it may be eliminate the game to a certain extent employment of special m such as duplicate play, for in At first, chance or luck large dominated in whist; but t provements, beginning wi introduction of the trump and culminating in duplicate have thrown the balance largely in favor of skill. T cessful players to-day must more upon their skill tha their luck. (See, "Du Whist.")

Aces and kings will make tric no amount of skill can make a te knave.—*Thomas Matheus* [*L. O.*]

Personal skill is the skill of the himself as distinguished from any tage which he may derive from from the mistakes of others.—*Ar*

And here come into requisitio own personal and individual merit ers; your acuteness of observation readiness in drawing logical infe your power of memory; your prom in decision of action, and your so in judgment. All this is compr what is known as personal skill *ham Pole* [*L. A.*].

It has been urged that if whist i more a game of skill, and less a g chance, bad or indifferent players not join in it as freely as they do n reply, so much the better, there is ing so trying to the patience and t as when there are three good playe one very bad.—*A. W. Drayson* [*L.* "*Whist Laws and Whist Decisions*"

A constantly varying demand is on the attention and the skill of a p Deschapelles, the great French c has a fanciful way of illustrating th

e progress of a hand at whist to olic path of a shell thrown from , the seventh trick forming the he curve. During the first half, ading to the rise of the projec- play is tentative, and the player ing information, which in the descending portion, he has to *William Pole* [*L. A+*], "*Philoso- hist.*"

le writes in the *Field*, June 16, t is very desirable to ascertain of skill at whist. The voluntary have over results at whist is com- of: (1) The system of play. (2) onal skill employed." The mod- m, which combines the hands of ners as against no system (the skill of all being pretty equal) is r. Pole thinks, about half a point , or rather more. About nine rubbers played by systematic as ld-fashioned players gave a bal- nearly five hundred points in ystem. The personal skill will each individual, and is difficult ite; but, looking at published in which Dr. Pole had confi- puts the advantage of a very player (all using system) at uarter of a point a rubber; con- the advantage due to combined skill (*i. e.*, two very skillful wo very unskillful players, all tem) would be more than half a ubber. The conclusion arrived Pole is that "the total advantage ements of power over results at y, under very favorable circum- be expected to amount to as one point per rubber." Now, lubs, nearly all the players ad- re or less closely to system, and majority have considerable per- ill. Consequently only the very layer can expect to win any- id he will only have the best a table for a partner, on an av- ace in three times. It follows that the expectation of a very layer at a play-club will only at the most, say a fifth or a sixth it a rubber.—*Richard A. Proctor "How to Play Whist."*

latter part of the winter of 1857, n after-dinner table conversa- was remarked by some of the it whist is a mere matter of ince no amount of ingenuity can ing win an ace, and so on. This an argument as to the merits of ; and, as two of the disputants ly maintained their original po- was proposed to test their powers ing them against two excellent n the room. To this match, o say, the bad players agreed, and a date was fixed. Before the day arrived it was proposed to play the match in double, another rubber of two good against two bad players being formed in an adjoining room, and the hands being played over again, the good players having the cards previously held by the bad players, and *vice versa*, the order of play being, of course, in every other respect preserved. The difficulty now was to find two players sufficiently bad for this purpose; but two men were found on condition of having odds laid them at starting, which was accordingly done. On the appointed day a table was formed in room A, and as soon as the first hand was played the cards were re-sorted and conveyed into room B. There the hand was played over again, the good players in room B having the cards that the bad players had in room A. At the end of the hand the result was noted for comparison, independently of the score, which was conducted in the usual way. Thirty-three hands were played in each room. In room A the good players held very good cards, and won four rubbers out of the six; in points, a balance of eighteen. In room B the good players had, of course, the bad cards. They played seven rubbers with the same number of hands that in the other room had played six, and they won three out of the seven, losing seven points on the balance. The difference, therefore, was eleven points, or nearly one point a rubber, in favor of skill. A comparison of tricks showed some curious results. In seven of the hands the score by cards in each room was the same. In eighteen hands the balance of the score by cards was in favor of the superior players; in eight hands in favor of the inferior. In one of these hands the bad players won two by cards at one table, and three by cards at the other. The most important result is that at both tables the superior players gained a majority of tricks. In room A they won on the balance nineteen by tricks; in room B they won two by tricks. It will be observed that this experiment does not altogether eliminate luck, as bad play sometimes succeeds. But by far the greater part of luck, viz., that due to the superiority of the winning cards, is, by the plan described, quite got rid of.—"*Cavendish*" [*L. A.*], "*Card-Table Talk.*"

Slam.—The winning of all the tricks in one hand at whist is called a slam. The term is derived from the Icelandic word *slamra* (Norwegian, *slemba*), to bang. Slam in the North of England meant to beat or cuff one, to push violently;

and it was gradually applied to winning or beating at cards, an old game somewhat resembling whist being called "slam."

A slam counts seven points (the number over the first six, or book) for the winners, and this is enough to give them the game at any time, in American as well as English whist. Slams are not at all frequent, however, in whist proper. In dummy, and other so-called varieties of whist, the slam is more frequently made, and enters largely into the elements of play to be taken into consideration. In French dummy, or "mort," for instance, a slam counts twenty extra points for the side making it, although it does not affect the game score, the game being continued as if no slam had been made. In "bridge," the little slam (taking twelve of the thirteen tricks) counts twenty points, and the grand slam (taking all thirteen tricks) counts forty points.

Owing to the possibility of planning the general scheme of the hand in advance, slams are more common at dummy than at whist.—*R. F. Foster* [S. O., "Complete Hoyle."]

The slam is considered of the same value as a full rubber, on condition that it shall not count in the game. This custom we have adopted at the same time that we are aware of the varieties introduced at different places.—*Deschapelles* [O., "Laws," Section 5.]

Small Cards.—All the cards in the pack from deuce to nine, inclusive. George W. Pettes, and some other authorities, however, treat the nine as a high card. (See, "Low Cards.")

Smoking While Playing.—One of the main objections which players who do not smoke find to playing whist at clubs, is that they are obliged to endure the almost intolerable nuisance of tob smoke, which is ever prese places where men congregat themselves. The mixture of rious kinds of combustions of weed is, at times, overpowerin those who are at all sensitive, this is especially so when they perhaps, innocently and u sciously made the target of a bardment of clouds, from f and foes alike, at the same t And not only is the unpleasan felt at the club, but it is ca home to wife and children, w for days, even after an airing best suit exhibits signs of me infection. Non-smoking pl will always be found to wel ladies at the whist-table.

There is one very common breach haps more of good manners than quette, from which I have freq suffered. I am not a smoker but w have joined a rubber, a looker-on sit on each side of me and smoke while another stood behind me a ing their smoke over me. I have quently had to cease playing in quence of this annoyance as we lo like to complain repeatedly of such ceedings.—*A. W. Drayson* [L.-A.-

Sneak Lead.—The lead of a gleton for the purpose of trum on the next round; inelega but expressively called a s lead, or sneak, because it is a ceeding which is somewhat ak the foe sneaking along from tr tree and shooting at you from bush. Although not relished the opponents, especially long players, who never employ it less in most exceptional cases sneak lead is not objected to any authority as a lead in itself solely and only because of the chief which it may do in decep partner. The latter may make mistake of thinking the lead from a good long suit, and lead get trumps out of the way.

ong is the aversion to sneak
iong long-suit players, that
: under the impression that
leader is violating some law
f whist which would make
ject to a penalty. One of
gning himself "H.," writes
ws to the secretary of the
n Whist League (see
une, 1896), and his query
d in a humorous fashion:
e any law against a player
the only card he has of a
lking the so-called sneak
That question came up last
nd I questioned it, and ap-
ou for advice."

the short-suit systems of
e lead of the singleton is
bjectionable, because it is
derstood and recognized.
ads from short-suiters, who
them systematically, are
ly as offensive as when led
gnorant player, who has a
nd from which he could
ad something else to better
ge.

s no doubt that in certain cases
" lead will make more tricks
regular lead, provided that it
the leader intended; but the
that in a majority of cases it
so work. * * * A "sneak"
sionally proves very fortunate,
it fails the result is, as a rule,
strous.—*Whist* [*L. A.*], *August*,

ve a perfect right to lead a
as you call it, if you want to, as
eader. There is no law against
laying his cards just as he
But before you do such a thing
t to have it understood with
ner; and if you succeed in finding
iat will play with you if you do,
iis photograph, and we will re-
t as a whist curiosity.—*P. J.*
L. A.], *San Francisco Call*, *April*

rell aware that this advice to
letons, even with a cross-ruff in
pt to meet with emphatic pro-
staunch long-suiters; but I do
e such strong objections would
if they gave the subject more
I think this attention might
be granted but for the odium that attaches to leading a "sneak." The name has killed the play, like the dog that was hung.—*Val. W. Starnes* [*S. O.*], "*Short-Suit Whist.*"

"Solo Whist." — Another so-called form of whist, greatly altered, and used chiefly for gambling purposes. It originated in the United States, being evolved from "boston" whist, and was introduced into England, about 1856, by Dutch Jews. An ordinary pack of fifty-two cards is used, and these are dealt out three at a time to each of the four players at the table. When forty-eight cards have been dealt, the remaining four are dealt singly, the last one of all being turned up to indicate the trump suit. A game consists of one hand or deal, and each game is played with a distinct object, which is declared in advance. There are six objects, or calls, of varying importance and risk, as follows: (1) Proposition (or proposal) and acceptance: two declaring players in partnership propose to make eight or more tricks between them. (2) Solo: a player must make not less than five tricks, the other three players being opposed to him. (3) Misère: the player must make no tricks, the other players all playing against him, there being no trump suit. (4) The abondance: the single player to take nine tricks, naming his own trump. (5) Misère ouverte: the same as a misère, except that after the first trick the caller must expose his remaining twelve cards. (In a variation of the game the caller wins nine of the thirteen tricks against the three other players, with the trump suit that is turned up. In this game the misère ouverte, as first given, is called misère sur table, being an additional object or call.) (6) Abon-

dance déclarée: this is the highest call, and the caller must take all the tricks, or, in other words, make a slam. In the Kimberly game, proposals and acceptances are excluded. Solo whist is also played by two, three, or five persons. The stakes risked on the game vary in different countries and among different players. A popular arrangement in England is as follows: Sixpence proposals and solos, one shilling misères, and so on, with one penny for every trick made over eight. In the one, two, and three shilling game, the stakes are much higher. In this country, counters or chips are used, as in poker, and the losses or winnings range from a red counter for a proposal and acceptance to eight red counters for a slam. Each overtrick or undertrick wins or loses a white counter.

"Solo whist" is an attempt to simplify "boston" by reducing the number of proposals and the complications of payments, and eliminating the features of spreads.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Two objections are usually raised to solo whist. * * * The first is that it is a gambling game. * * * The second is that whist is silence and that the conversation entailed by the calls is liable to be abused.—*A. S. Wilks*, "*Solo Whist.*"

When players wish to enhance the gambling attractions of the game, a pool is introduced. For this purpose a receptacle is placed upon the table, in which each player puts a red counter at the beginning of the game. * * * In some places it is the custom for each player to contribute a red counter when he deals.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

Sorting Cards.—See, "Cards, Arrangement of."

Sound Play.—Play which is in accordance with the rules of the game, and in harmony with the advice and practice of the best authorities; correct play.

Do not be discouraged when sound fails of success, which must often —*William Pole* [*L. A.*].

The player who, having something to do, does it, and having nothing do, does no harm, plays sound *Charles S. Street* [*L. A.*], "*Whist Date.*"

South.—The player who, north, plays against east and a designation specially used i plicate whist. South corresp to B in the A-B *vs.* Y-Z mod designating the players, and o first round of the opening pla is the third hand.

Spades.—One of the four into which a pack of cards is ded; one of the two black s In the original Spanish cards, which modern cards are der the symbol was swords, and name spades is derived from Spanish *espadas*, and the It *spade*, both of which mean sw The French card-makers fav spear-heads (*piques*) for this and that is really what the sy on our cards is, but we hav tained the Spanish, or still l literally, the Italian name, discarding the symbol of the la On German cards this suit was indicated by a representation leaves.

Special Trump Lead.—The of a trump for a special pur such as stopping a ruff, or a c ruff, or to save the game.

The situation often demands a s trump lead. If a ruff or see-saw is nent, or for any special reason you two or more rounds of trumps at a ard, you will lead a winning high when you otherwise would not. score may affect your play of tr Suppose the score stands six against and the opponents have four five tricks home; you see the game is unless a strengthening trump w it, and you lead accordingly —*Hamilton* [*L. A.*], "*Modern Sc Whist.*"

ial Trump-Suit Leads.—system of American leads, are led the same as plain ith five exceptions, and exceptions are known as trump-suit leads. They are ws:

Number of Cards in Suit.				
7	6	5	4	3
A K	A K	A K	K A	K A
A K	F K	F K	F K	K A
A F	F A	F A	F A	L A
Q[1]	Q[1]	Q[1]	K[2]	K Q
Q[1]	F Q	F Q	F K	K Q

wins, lead *F* remaining, other-

wins, lead original *F*, other-

ch at a Whist Dinner.—At in India the whist-players l one of their number, who ut to leave them, a farewell and the organizer of the oposed the health of the a happy manner. In order ain certain allusions in the it may be mentioned that st was an officer on the the district, from which he essarily moved upon hav- promoted to higher rank. dquarters of the district are far from Golconda, where monds used to "grow." re found there now, how- ence the speaker's touch y. The allusion to glee was appropriate, because ing guest was conductor of l amateur musical society. speaker:

tlemen: I rise to propose lth of our guest, who, in nguage, is 'discarding' us in order to 'cut in' at some other 'table.' Where that may be we do not know, but whatever the place we can only hope that it will 'suit his hand.' Since —— has been here we have all learnt to prize him. We consider his 'points very high,' for not only at whist, but in his private life, he 'plays a good, straight game'—no 'tricks,' no 'shuffling,' no 'double-dealing,' or 'misleading,' and, as a natural 'sequence,' he has gained a strong 'tenace' over our 'hearts.' All we hope for is that, having given so good a 'lead,' his successor will 'follow suit.' Now, gentlemen, what sort of a 'hand' shall we wish our guest at his new table? As regards 'diamonds,' why he has been in the neighborhood of Golconda, and if he has not got his pockets full, like the rest of us, it must be his fault; as for 'clubs,' I do not think he will want any to break other people's heads with, and I feel sure he will not be in any danger of getting his own broken; as for 'hearts,' he is sure to win those wherever he goes; and lastly, the 'spades,' I suppose, point to a rural retreat and a circle of glee-singers amongst whom to spend the evening of his days.

"Gentlemen, I ask you to drink his health in a 'bumper,' as a real good 'trump,' and the 'deuce' is in it if you do not respond to this 'call' with the 'highest honors'—not only a 'single,' but a 'double,' 'treble,' and the 'rub'!"

Spots.—The pips or marks on the cards, from the two to the ten inclusive, are called spots; and these cards are designated by the number of spots they bear; as, the two-spot, the three-spot, the eight-spot. They are also called by other names, such as the deuce, the trey, the eight, etc.

What are called in America the "spots" on cards are in England termed "pips," or "singles." They have also been called "points," and, in Seymour's time, "drops."—*R. H. Rheinhardt.*

Spread.—To spread the pack means to distribute the cards, backs uppermost, upon the table, so that cards may be drawn from any part of the pack. It is sometimes used in cutting for partners, etc.

Stakes.—Money played for at whist, especially in the English five-point game, with honors. Stakes are supposed to lend an additional interest to the game, but to us it seems that it must be pretty poor whist which needs such an incentive. The real truth of the matter is that stakes are a mild form of gambling, and have been handed down from the time when the game was used solely for gambling purposes in taverns and other low resorts. In England and other countries where stakes are an adjunct of whist, especially at the clubs, this supposed interest is enhanced by bets in addition to the stakes, and the English etiquette of whist has found it necessary to protect the players at a table in their privilege of first placing their money before bystanders, eager to bet also, shall be allowed to do so. This, however, is the only reference that we find to betting in the English code. It says nothing whatever about stakes, and this itself is proof that they are not a necessary part of the game, but an addition made by custom. The popular English stake at whist is half-a-crown, not a large sum in itself, aside from the bets which may add to it, yet players who are unlucky at the table (the five-point game, with honors, being greatly a game of chance) sometimes find that they can ill afford the expensive pleasure. Foster tells how "I bridge" was so unfortunat whist that for years he freque a small club where they pl threepenny points, just one-t the popular stake (rather an i cal commentary on the old- game which he so ably defe against modern innovations.

In America whist has purged of the objectionable fe of stakes, along with the cou of honors and other modes of conducive to play for money. first congress of the Ame Whist League, which met at waukee in 1891, declared in f of whist for its own sake, against stakes. This has bee satisfactory and gratifying to American people that thous take an interest in the game would otherwise have found it jectionable, or at least refus admission to the home circle. general opinion in this cou seems to be that if whist is worth playing without stake bets, those who are dissatisfied it can easily find some other a congenial card game. The that better whist is played America than in any other cou in the world (a fact testified to "Cavendish" and other emi authorities who have visited country) must be ascribed, in a measure at least, to this very of playing the game for its sake. (See, also, "Gambling."

In all clubs and coteries where wh played for its own sake, "duplicat now the only game played. "straig being confined to those clubs that a play for stakes, where a game is requ which gives the mediocre player a c for his money.—*John T. Mitchell*, "L *"Duplicate Whist,"* 1897.

There is another consideration pec to England, namely, that here wh always played for money; for the which has led Americans, in their a whist festivals, to abolish stakes al

· the mere love of the game, has spread to this side of the ocean.—
: *Pole* [*L. A*+], "*Evolution of*

only when the stakes are large to be more than the player can at any excitement can be added pleasure which a good game like ffords in itself. And when once :es are allowed to attain such an the play becomes gambling.—
' *A. Proctor* [*L. O.*], *Echo, London, 1878.*

uld require no argument to prove nan who loves whist for its own d struggles to win the game for isfaction derived from mental acy, is more likely to make a good layer than one who finds no in- nt in the game without the stimu- stake.—*Cassius M. Paine* [*L. A.*], *February, 1893.*

: first whist congress the League ong ground in opposition to play :es, and, so far as we know, this strictly enforced by the League We know positively that in the clubs, such as the Milwaukee, , Hamilton, and Minneapolis o betting of any kind is permit- *Whist* [*L. A.*], *September, 1893.*

y stakes are no inducement to the whist, for the reason that the too slow for the gambler, while the highest intelligence are not apted by such bait. The pleasure uishing their opponents in a nental contest is, to men of such :nce, of more value than any consideration.—*Eugene S. Elliott Whist, December, 1893.*

cannot be properly played unless ng depends upon the result. The f playing well is to win; but I t is obvious that if nothing de- upon winning or losing, the play ot be good, but simply eccentric, yers would make the most mar- inesses, and play the most extra- y cards, just to see what would , and to gain ignorant applause nything more than usually out- came off.—*H. M. Phillips, West-Papers, October 1, 1878.*

afford's resolution, adopted by the ngress of the American Whist | voiced the sentiment of the orld to a main extent, namely, ist is a game containing within sources of intellectual recreation e not dependent upon stakes or to add zest to it. Outside of the hase of the question, this is the d real lovers of the game do not a stake, however insignificant or se, to increase the stimulus.—*C.*

S. Boutcher [*L. A.*], "*Whist Sketches,*" *1892.*

The English game is invariably played for so much a rubber point; sometimes with an extra stake upon the rubber itself. In America [in exceptional cases where stakes are played for], it is usual to play for so much a game; but in some cases the tricks are the unit, deducting the loser's score from seven, or playing the last hand out and then deducting the loser's score. A very popular method is to play for a triple stake: so much a trick, playing each hand out; so much a game; and so much a rubber.—*R. F. Foster* [*S. O.*], "*Complete Hoyle.*"

The good sense of the community generally fixes the stakes at a reasonable sum. * * * Thus, at whist, the domestic rubber may be played for postage stamps or for silver three-pennies; in general society, shillings, with perhaps an extra half-crown on the rubber, are common enough; while at the clubs, where money flows more easily, half-crown or crown points are the ruling prices. At crack clubs, where many of the members are men of wealth, higher points are, of course, to be met with.—"*Cavendish*" [*L. A.*], "*Card Essays.*"

Whist-players in America do not regard stakes as in any wise adding to the interest of the game, while, on moral grounds, they find strong reasons for opposing them. The reason urged in favor of the stake is that it makes players more careful; while, it is claimed, the wager is not gamoling unless so considerable as to be a matter of importance. *Whist* considers neither of these grounds supported by the best argument. If the stake is so small that a player cares nothing whether he wins or loses, it is too small to induce a careless player to mend his ways.—*C. M. Paine* [*L. A.*], *Whist, December, 1892.*

One of the prevailing faults of all players—good, bad, and indifferent—is a readiness to find fault with one's partner. This is much more noticeable among those who play for stakes, whether large or small. There seems to be something in the fact of having some pecuniary gain or loss depending on the result which renders one irritable and suspicious. Perhaps it is necessarily so. Gambling, or even playing for stakes small enough to merely "define the interest," as "Cavendish" euphoniously phrases it, can be based only on selfish motives. The play, no matter how small the stakes, must be based on that selfish motive, or "interest," to get your neighbor's sixpences or guineas (as may be) away from him; and, mark it well, not by skill, but as the result of chance—for the stake-player as a rule does not care a particle for skill—and only prays for good luck,

and exults in it when it comes.—*Fisher Ames* [*L. A.*], *Whist, September, 1895.*

Starnes, Val. W.—A bright and promising young Southern whist author, whose advocacy of short-suit leads, while pronounced, is based upon a desire to harmonize long and short-suit play rather than to destroy the former. Mr. Starnes is the youngest son of the late Judge E. Starnes, one of the justices of the Supreme Court of Georgia, and was born at Augusta, in that State, on August 30, 1860. By profession he is a journalist and magazine writer.

He was taught to play whist by his mother when he was ten years of age, and when duplicate whist was introduced, he took part in occasional games merely as a social duty, but cared little for the result, until it was forced upon his notice that whenever he was pitted against a certain opponent he invariably lost. As a matter of course this piqued him, and, procuring the leading works on the game, he studied them faithfully until he became proficient enough to turn the tables on his former adversary.

As he began to have a thorough understanding of the theory and practice of the game, Mr. Starnes was impressed with this consideration: That since the long-suit game was so beautifully adapted to hands containing long strong suits, and the additional cards necessary to bring them in when established, it could not possibly be equally well suited to those other hands in which either the long suit itself, or the requisite cards for utilizing it, were wanting. It seemed to him, therefore, that some scheme of play was needed for making the most of the latter class of hands, "and just then," he says in a recent letter, "I came in my reading, to the chapter on the short-suit gam Foster's 'Whist Strategy,' a felt that therein lay the soluti the problem.

"A little solitaire," he conti "served to strengthen this b and then I determined to pu matter to a practical test by s instructing my partner befor ting down to the table never turn my lead unless it was lutely evident that I had led strength. I won the next th games, and after losing the teenth, twelve more before ping a second. Before that considered three consecutive ries quite a feat. It was the the spring of 1895—that the occurred to me to try to do fo short-suit game what so many done for the long, namely analyze and expound its princ and give such directions for ing it that even beginners attempt doing so without an cessive preliminary expenditu time and study. It was an gether untrodden field, and t fore inviting. I began to and the result was 'Short Whist.'"

When asked by us what thought of the present status short-suit game, Mr. Starne plied: "I think that public op can be depended upon some later to decide the matter an approbation or condemnation after all, the true test of any m ty. Still, as a simple straw in ative of the wind's direction would like to mention the fo ing: In his replies to the [illegible] subscribers, a prominent whist nalist recently advised the sh suit lead from two submitted h which might have been taken most card for card, from co sponding illustrative hands in book. A year ago the same

n, who is still an upholder of
ng-suit doctrine, would never
lreamed of suggesting a lead
any but the longest suit, no
r how weak it might be, or
the complexion of the rest of
nd."
a mistake, in his opinion, to
of playing whist by any
em." Its infinite kaleido-
variety precludes it. In his
he makes no attempt to for-
e any fixed line of play, but
advises the short-suit lead
such hands as do not seem to
apted to the long-suit game;
ien, by an explanation of the
involved and numerous il-
ions, he endeavors to supply
ident with some standard to
in deciding for himself.
this he demonstrates the
of play which common
would suggest in regard to
ontingencies that are most
to arise. In other words,
his point of view, the chief
nce between the long and
suit game is in the original
after that the development,
ot system, directs the play.

Pack.—The pack of cards
play, when two packs are
at a table, as in the clubs;
mes also called a dormant
In some varieties of the
such as "Prussian whist,"
stance, the trump is cut from
ll pack.
ert Southey, in his "Letters
riella," tells of an old Welsh
et who attempted to reform
l-style game of whist by low-
he number of points from ten
, allowing no honors to be
d, and providing that the
should be decided by draw-
m a second or still pack, so
ie dealer should have no ad-
ge, and all chance be, as far
as possible, precluded. But the new system attracted but little attention in that slowly-moving age, and was soon lost sight of upon the death of its inventor. (See, also, "Declared Trump," and "National Trump.")

Stow, Bond.—An advocate of advanced ideas in whist, and an analyst of great ability. He was born November 18, 1865, at Beloit, Wisconsin, and started on his educational career at the age of five, he tells us, when his father made for him a little stool with a drawer under the seat, and gave him a bat, a rubber ball, a primer, and a slate, and bade him "go it." In due time he was graduated from the Evanston High School (classical course); the Northwestern University, in which he received the degrees of A. B. and A. M.; and the Chicago Medical College (medical department of the Northwestern University), which conferred upon him the degree of M. D. He also received honorable mention for special work in pathology and internal medicine, in the clinics of the general hospitals of Vienna, Berlin, Dresden, and Munich. He was a staff physician in the medical department of the Michael Reese Hospital Dispensary, and demonstrator and quiz-master in pathology in the Chicago Medical College. Also, for one year, professor of general pathology at the dental school of the Northwestern University. He is now (1897) resident physician of the Glenwood Hot Springs Company, at Glenwood Springs, Colorado. He is a member of the Chicago Medical Society, the Colorado State Medical Society, and of the American Medical Association.

Dr. Stow's parents were staunch Methodists, and his father holding

prominent positions in the church, card games were a forbidden amusement. Therefore the lad's early card-playing had to be done *sub rosa*. At first it was cassino; then euchre. It was not until 1885 that he received his first introduction to whist, and he tells the story as follows: "One cold, drizzling afternoon in November, I found myself with three old college friends, Mr. David Bloom, Mr. Samuel Boddy, and Mr. F. C. Cook. A game of whist was proposed. I protested my entire ignorance of the game, but was overruled and told to sit down and follow suit. Well do I remember the whirl my head was in when the game was concluded. It was then and there that I realized what a rich field whist was in which to exercise one's powers of analysis, and I determined to start in and learn the game. I am still plodding that road, which seems as though it had no terminus; and nowadays, when the by-paths of fads are made so alluring, it is with difficulty that some can find the old, original turnpike. But I find myself still on the old long-suit road."

In college Dr. Stow's favorite studies were mathematics and philosophy. He found an indescribable fascination in analyzing and philosophizing over hard problems, and for this reason, as already intimated, whist proved a fresh delight to him when found. He feels deeply indebted to it for the part it has played in strengthening his powers of observation, analysis, and judgment, and in developing what, for want of a better term, is sometimes called the sixth sense.

His chief writings on the game have appeared in *Whist*, and are all of an analytical character. Among the topics treated by him are the following: (1) Unblocking to the king-lead; (2) the lead of the spot from queen, jack, ten. discard always from the suit do not wish your partne lead to you (see *Whist*, Jan 1896); (4) the lead of queen ace, king, queen, jack, and o thus forcing the jack-lead a to deny the presence of the being the only lead from queen, jack, and others, or a top of a short suit. These topics were ably and exhaus treated, and commanded unw attention. Concerning his po on all of them he says, under of October 22, 1897: "I thirl ten-lead from queen, jack, te now pretty generally accep (See, "Hamilton Leads." discard is to-day, as I suspe always will be, a question of dispute. I am to-day, as a time when I wrote my plea for form of the discard, a firm be in it. It is a discard which c as near the natural idea of the card (namely, the throwing of that which you do not wan anything can come, at the time I am positively comman my partner not to lead me the discard from. Mark you, that not necessarily mean that I weak in the suit I discard I be very strong. All partner n to know is that he is not to lead the suit I discard. I have ever reasons why, at that partic stage of the game, he shou lead it. Of course, if I discard command of a suit, he comes that suit, or if I discard a and then a lower card of a I show strength in it, and I was led."

Dr. Stow also originated the m for detecting forced leads, as fo in Foster's "Whist Manual," 8t edition, page 169, where due cr is given him.

raight Whist.—Ordinary whist istinguished from duplicate. traight whist the hands are d but once, and at the con- on of each hand the cards are diately shuffled for another

Straight whist is the original ; duplicate, a comparatively it invention.

aight whist has been largely eded by duplicate whist in rica, both at the clubs and in te. In countries where stakes layed for, duplicate makes less ess, as stakes, the counting of rs, and all matters favoring ce instead of skill, are foreign

Many older players also pre- raight whist because they are gly wedded to it, and some of do not care to risk their repu- ns to its unerring test. Others are, like "Cavendish," who both, but like duplicate better natch-play and straight whist ocial enjoyment.

avendish" * * * thinks that, on the e, the straight whist of seven up, ut honors [the American game], is ost perfect mode of scoring for in- tual players that has yet been de- .—*William Pole* [*L. A+*].

purposes of social enjoyment I give tinct preference to straight whist. over, in the straight game there is ature of playing to the score, which ost altogether wanting in the dupli- ame. The straight game also takes me to play than a series of duplicate s which are to amount to anything, t admits of variety of partners, and ional rest, when cutting in and out. urposes of match play I give my ad- n to duplicate. At this game the t of the play is not one of rest and ation; the intention is to bring to ont the best players by eliminating as far as possible.—"*Cavendish*" [*L. Whist, September, 1893.*

rain of Whist, The.—As in all r trials of skill (not to mention e of endurance), there is a y strain connected with the t matches which are frequently played in all parts of the country, and especially with those contests which occur at the annual congress of the American Whist League. Those who have charge of contests of this kind should see to it that the players are not subjected to conditions and modes of play that may impair health, and turn a healthful and beneficial recreation of the mind into an injurious task.

Turning a relaxation and a pleasure into a business and a toil is to be deprecated, not recommended; and a wise man would rather give up whist altogether than be compelled to play it upon the implied condition that he was to keep his mind eternally upon the strain.—*A. Hayward* [*O.*].

Those who have never attended a congress can form no idea of the physical and mental strain which has to be borne by the teams which are called upon to play in the tournaments day after day. In addition to this, it is the one annual opportunity for us to meet our brethren from all parts of the country, an opportunity that we most eagerly look forward to from the adjournment of one congress until the beginning of the next, and that we embrace to the very fullest extent. I do, and I expect to continue doing so while life and health permit. Like many others at Minneapolis, I always saw the rosy dawn before retiring. I sought repose anywhere from 12 p. m. to 8 a. m. (generally nearer to 8 than to 12), and rose anywhere from 8 to 12. Try a week of this and then try to play whist. On the last day all the players were tired, very tired. One of them fainted twice after the last hand had been played. No man was more physically unfit than I was. As President Elliott said at Philadelphia, "the thinker didn't think." Example: During one deal I involuntarily went to sleep—physically or mentally—perhaps both. When I awoke, or was awakened, I had a number of cards in my hand, but what had been done was all a blank to me. Finally I remembered that my first lead had been a trump, and having two trumps still in my hand, and the three other players gazing at me in a state of awful expectancy, I blindly led a trump only to find the major tenace at my right, and so I generously contributed two or more tricks to my courteous adversaries.—*Anon, Whist, 1896.*

Strangers, Playing With.—"If I am thrown among players of

whom I know nothing," says James Clay, "I feel that I play to a great disadvantage. I am like a boy on the first day of going to a new school, not knowing whom to like, whom to trust, and whom to distrust." In these latter days there is not only this natural feeling of newness and groping in the dark, but there is the additional wonder as to which of the numerous systems and special plays the stranger may employ. Few players but feel at a disadvantage under these circumstances, and yet, provided the man be not a bumblepuppist, it is not difficult, with a little patience, to become acquainted with and interested in his play. One great aid in establishing mutually pleasant relations is to exercise true politeness and courtesy, and to treat the stranger as if he were a master at the game. He may turn out to be such, or at least a much better player than yourself.

Strategy.—The higher form of whist-play which rises above the mere observance of rules and following out of conventional usages. Strategy is the play of the advanced player who has learned the rules, and when to break them; who has the ability to judge correctly the various situations which arise in the progress of the game, and to apply the mode of play best suited to each.

To a certain extent strategy is employed by every player whose game is not entirely devoid of aim. If he decides to open his long suit, there is a certain form of strategy involved to bring it in. If he decides to sacrifice a worthless hand for the benefit of partner, there is also a certain line of strategy necessary. The strategy of the game differs also with the style of whist which is played. In t English five-point game, wi honors counting, an important ject is playing to the score, strategy varies in accordance wi your chances of going out, or yo opponents making game bef you. At the opening of the ga a bold dash is generally made the first point, so that your opp nents, even if they score four honors, cannot go out that ha There is necessity, also, to play as to make the losses as small possible, even if you cannot wi for there are the rubber points t taken into consideration. In t American seven-point game, h ors not counting, where all t points made are by cards, and eve game is complete in itself, with doubles, trebles, nor anything that kind to fear, a more conserv tive form of game may be playe In duplicate whist, conservati strategy is still more important, losses must be kept down as mu as possible.

Whist strategy consists in making sp cial plays, contrary to the convention rules, under certain conditions of t hand and state of the score, when, in t judgment of the player, the game m be saved or won by so doing.—*E. K. Cl [L. A.], "Gist of Whist."*

In my opinion, the best strategy is combination of all the systems, which requires that a player shall take into count not only the possibility of t hand he holds, and the state of the cor but the much more important factor, t personal equations of his partner a opponents.—*R. F. Foster* [S. D.], "*Strategy.*"

The conventionalities of whist are si ply a sort of musket and bayonet dri which serve as an introduction to t higher art of strategy, an art which ne be studied by itself, but which would incomprehensible to one who was familiar with the simpler conventiona ties of the game.—*R. F. Foster* [S. D "*Duplicate Whist,*" *1894.*

Whist—the real game of whist, I mea —derives its interest entirely from strat gy, by which either tricks are made cards which would not, but for su

gy, have power to take those tricks, which the plans of the adversaries sieve such ends are detected and . Tricks may be made by high but there is no interest in that. ne can take a trick with the ace of s. Tricks may be made by finesse is, by playing, instead of the best a lower card, which may or may ke the trick according as the inter- te card or cards lie to the right or This is better; but the finesse pure imple is a matter of mere chance, far as the actual gain of a trick is rned, there is no more scientific joy success of a finesse than in the cap- f a trick by a high card. There is e in the finesse; but the scientific st does not depend on the direct s or failure of the finesse at the nt, but on its bearing upon the al play of the hand. Again, tricks e made by trumping winning cards in suits. There is often good sci- n bringing this about properly, not coarse lead of a single card or from card suit, but by so arranging mat- sat the ruff, when made, shall not r, but utilize, the trump strength lies between you and your partner. l pleasure is there in a cross-ruff ingeniously secured and properly yed; still more pleasure in tempt- he enemy to a cross-ruff, which, not lasting long enough to give more than three or four tricks, just ys their superior trump strength. ie great delight of whist strategy a the manœuvres by which small are made to conquer large ones, as a long suit is successfully brought he enemy forced by skillful strategy l up to a tenace. Nor is there less ire in noting and foiling the plans adversary for achieving these same Nay, to the true player there ought pleasure even in noting the skill ich the enemy achieves success; but me this is more than most players ist attain to, however earnest may ir whist enthusiasm.—*R. A. Proc- O.*].

reet, Charles Stuart.—A suc- ul whist author and teacher; born in New York City, June 864. He is a lawyer by pro- on, having been educated for bar and regularly admitted to ice, but his real forte seems to at of an instructor, and he is resent principal of the Hale ol for Boys, at Boston. He devotes some of his time regularly to the teaching of whist, and has done so ever since 1890. Two years before that his real interest in the game first began.

In teaching he early realized that pupils could not remember without notes, and to save time he issued a series of lesson cards, and these cards gradually grew into a book, so that in 1896 "Whist Up to Date" was published. Previous to this, in 1890, he had published his "Concise Whist; the Principles of Modern Whist as Modified by American Leads, Presented in a Simple and Practical Form;" of which W. P. Courtney, in his "English Whist and Whist-Players," expressed the opinion that it "was the condensed wisdom of more than one student of the game."

While Mr. Street is a firm believer in the long-suit game and American leads for general players, he has nevertheless evolved, in the second part of his "Whist Up to Date," a scheme or system for advanced players in which he endeavors to embody the good points of both long and short-suit play, and to remedy the weaknesses of both. This system he terms the modified game (*q. v.*). One of its leading features is contrasted with a portion of the Howell game, as follows, by R. F. Foster, in the New York *Sun*, December 5, 1897: "This system of leading interior cards from unsupported long suits is the distinguishing mark between the game advocated by Howell and that outlined by Street. Howell's idea was to use the six, seven, and eight as leads from short suits, preferably singletons, to invite a force. Street uses the same cards as interior leads from long suits, inviting partner to play for the suit if he is strong enough, but warning him that the original leader has neither

trump strength nor re-entry cards." More correctly speaking, it denies both trump strength and re-entry cards; but either one or the other may be present.

Street Attachment, The.—A conventional play used by Charles S. Street in his system of the "modified game" (*q. v.*) for experts. In this system players do not call for trumps on the adversaries' suits, and Mr. Street uses the trump signal instead, to show no more of the suit in which it is made. Similar signals are arranged to show three, but no honor, and three with an honor.

Streeter Diamond Medal.—A diamond medal offered by Allton Streeter, of the Milwaukee Whist Club, for the highest individual score at duplicate whist, and played for at the first congress of the American Whist League, at Milwaukee, 1891. Fifty-six contestants participated in the match, and the medal was won by E. Price Townsend, of the Hamilton Club, Philadelphia.

Strength.—High cards, or more than the average number, or both, in a suit. Strength in a hand justifies the holder in playing an aggressive game, leading trumps, attempting to bring in the long suit, etc. Strength may consist in good plain suits, or in an abundance of trumps, the ideal hand combines both. With strength in trumps [illegible] four or five or more the [illegible] usually passes a doubtful trick, saving his ammunition for a trump attack.

Strengthening Cards. — Cards which are led by a player whose hand is very poor, in the hope that they may benefit and strengthen his partner's hand; usually the intermediate cards, queen, jack, ten or nine. Much used by advocates of the short-suit game.

On partner's lead of a strengthening card in your suit generally [illegible] is, do not cover—so that his card [illegible] value to you.—*Kate Wheelock*, "*Whist Rules*."

Among long-suit players the [illegible] strengthening card is [illegible] of weakness, and is generally [illegible] as the highest card in the [illegible]. It usually leaves him open to [illegible] finesse by the player [illegible] erty which cannot be taken [illegible] suit player, whose game is [illegible] his right-hand opponent—[illegible] [*S. O.*], "*Whist Tactics*."

A strengthening lead is [illegible] queen, jack, ten, or nine [illegible] from any regular high-[illegible]. The hope is that the [illegible] forced to play a [illegible] order to win the trick and [illegible] mediate or lower cards [illegible] the leader's partner may [illegible]. This strengthening [illegible] principal features of the short-[illegible] —*Val W. Starnes*, [illegible] *Whist*."

Strength Signal.—See "[illegible] Suit Signal."

Strong Suit.—A suit of [illegible] cards or more containing [illegible] than the average number of [illegible] cards; one in which tricks [illegible] sured after the adverse [illegible] have been drawn.

Lead from your strong suit [illegible] you are sufficiently strong [illegible] that suit with the [illegible] strength on the part [illegible] "*Pembridge*, [illegible] *of Whist*."

When you have selected [illegible] can at once tell which [illegible] suit. You must have at least [illegible] containing [illegible]. [illegible] have one suit with five or seven [illegible] this is called your strongest [illegible] *W. P. Courtney*, [illegible] *tial Whist*.

Study Whist.—Whist [illegible] the purpose of study and [illegible]. The idea of studying w[illegible]

s of actual play of the cards old one. Thomas Mathews, "Advice to the Young Whist- r," 1804, said: "Study all ns with the cards placed be- you in the situations men- l." This can be done by any r, who may thus improve his all by himself. The advice ce the cards on the table in lance with the play recom- ed in books was sometimes eeded because, as "Lieuten- olonel B." tells us, persons often sensitive about being "learning to play cards." ierefore, proposed to place the for them, not on the table, his little book, by means of d diagrams. (See, "Illustra- lands.") An old and favorite of study whist is dummy, or e-dummy, from which begin- nay derive great benefit.

latest and perhaps most sci- and exacting form of study is that which several New nd clubs began practicing in being undoubtedly inspired ie perception problems of es M. Clay. In the Septem- 895, number of *Whist*, a cor- ndent tells of the players of oston Press Club engaging in rious pastime, which, he says, o called "nightmare whist"). "They play a deal to the 1 trick," says he, "then stop ry to locate the remaining writing down their estimates red for this purpose. After ig the last five tricks, they the blanks around and have corrected. Finally, they dis- from top to bottom the play e deal, and in a doomsday put down a big black mark ite the name of anybody who a trick." The best record hirty deals was held by C. L. r, who lost but four tricks as compared with the very best play of his hand, and placed correctly an average of 13.6 cards on a hand out of a possible 15. The American Whist Club, of Boston, also took up this form of study whist, and passed a resolution to allow the formation of "study tables," to which any player was admitted who first agreed to play the long-suit part- nership game with American leads; to lead originally from a short suit only as an indication of trump strength with no good plain suit of four or more in hand; to play no false cards; and to stop at the eighth trick and write down his estimate of the other players' hold- ings, in which exercise it was necessary to place the command of every suit, but not to name exactly the indifferent small cards. A study table consists of four players, but any number may play by over- looking the four at the table, only each must confine his attention to one man's hand, and watch the cards as they fall on the table, being careful not to overlook two hands. (See, also, "Perception," and "Perception Problems.")

We have usually played study whist with players playing the straightforward long-suit game, without false cards, but as the players become more expert, they can play it short suit, or play it long suit and allow all the false cards they care to make. Even the best players will find this practice of great benefit in what we call reading the cards in the end game.—*Lander M. Bouvé* [*L. A.*], *Boston Transcript*, *1896*.

Sub-Echo.—A signal to show not more than three trumps; it is only made when partner has either sig- naled for or led trumps, under which circumstances the informa- tion is of more benefit to him than to the adversaries. The sub-echo is the invention of N. B. Trist, but has been greatly varied since he first announced it in 1885, and is now

made in many ways. Among these are the following: (1) by playing a two-spot on your partner's lead of trumps, showing conclusively that you are not going to echo; (2) by the ordinary echo, after you have shown by your lead or return that you did not hold four trumps; (3) by echoing on the second and third rounds of a plain suit, instead of the first and second; or (4) by not echoing on the first plain suit led, but echoing instead on the second one. (See, also, "Three-Echo.")

The sub-echo is an attempt to show less than four trumps. It is very little used, and is usually too long in completion.—*R. F. Foster* [S. O.], "*Whist Tactics.*"

When a player has declined to echo, a signal made by him the next time the opportunity offers, shows that he was dealt three trumps. A refusal to make such a signal shows that his hand did not originally contain more than two.—*Milton C. Work* [L. A. H.], "*Whist of To-day.*"

The student will understand that when A calls or leads trumps, B is supposed to echo—if he holds four trumps—at the *first* opportunity, and sub-echo if he holds three trumps—*after* he has had the opportunity to echo and did not.—*C. D. P. Hamilton* [L. A.], "*Modern Scientific Whist.*"

The sub-echo shows the original possession of three trumps when you have already shown you could not hold four by the value of the cards you lead or play after your partner's trump-lead or call. Thus you play the two to his first lead of trumps or lead or return a strengthening trump, in each case showing you could not hold four. If you afterwards echo in a plain suit, you declare three originally. Or if you refuse to echo in the plain suit first led after your partner's [illegible] and echo in the second, or if you defer the completion of an echo to the third round of a plain suit, you have [illegible] and had three trumps originally.—[illegible] [L. A.], "*Laws and Principles of Whist.*"

In [illegible] the sub-echo or showing three trumps was suggested by me to our whist circle. It was pronounced to be sound in theory, being an instance of progressiveness in whist language, and after some months' trial was adopted as a useful device. It is merely echoing after showing that you have not four trumps. There are several ways of sub-echoing, the simplest case is this: Your partner le[ads] trump, on which you play the tw[o]; [you] cannot therefore have four. A plai[n suit] is opened; you echo, and you th[us tell] him you held three trumps origina[lly. I] am bound to say "Cavendish" d[oes not] approve of the sub-echo, which wa[s ex]plained in a *Field* article, Novemb[er] 1885.—*N. B. Trist* [L. A.], *Harper's M[aga]zine, March, 1891.*

Subordinate Leagues. — "Auxiliary Associations."

Sub-Sneak.—A term inve[nted] by R. F. Foster to designate a [lead] from a two-card suit, for the [pur]pose of getting a ruff on the t[hird] round. (See, "Sneak.")

West.—Mr. South, your lead was [a]t[rociously] unjustifiable. I thought you never [lead] from a sneak?

South (meekly).—It wasn't a sne[ak; I] had two cards of the suit.

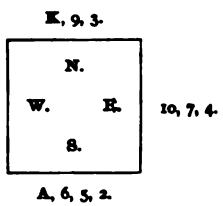
West (irascibly).—Well, then, it w[as a] sub-sneak!—*Whist* [L. A.], *May, 189*[illegible]

Suit.—One of the four serie[s or] sets of cards into which a pac[k is] divided; as, spades, hearts, c[lubs,] diamonds. There are three p[lain] suits and one trump suit. [The] trump suit is the one in which [the] dealer turns up the last card [dealt] by him. A long suit is one [con]taining four or more cards, a [short] suit, one containing three or [less.] A strong suit is one contai[ning] more than the average num[ber] and especially more than the a[ver]age number of high cards. A w[eak] suit is the reverse.

Suit Echo. — See, "Plain-Echo."

Suit Placing.—A form of e[xer]cise in whist perception whe[rein] the players at a table, after pla[ying] a round or two from a suit, tr[y to] place or locate the rest of the c[ards] in the suit. "Cavendish," [with] whom the idea originated, g[ives] several examples in *Whist*

r, 1894, one being as fol-



rick. — South leads two; 's jack; north plays king; s four.

trick. — North returns t plays seven; south plays plays eight.

announces that he can e remainder of the suit, rank and number. The ng returned, north can one more, and that must ree, as west and east have e eight and seven. West more, viz., queen single, uld only play jack to the with queen, jack, and one his leaves the ten single hand.

announces that he can to rank and number. from four exactly, as he ith the two, and as west have played eight and outh must hold six and een single is evidently in nd. This leaves one card nd as he played the seven card must be the ten.

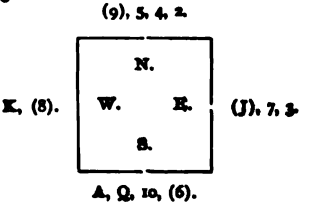
announces that he can to number, but not as to ., two more in south's id (as east played the e more, the ten, in east's one small card in north's f the three small cards, and three, he can place outh's hand, and one in ut cannot determine the

East makes a similar statement, placing queen single in west's hand and two of the remaining small cards in south's hand.

It so happened at a later period of the hand, trumps being out, that west remained with losing cards in other plain suits, and discarded the queen of this suit, as he could place the ten with his partner.

"Cavendish" also gave a problem in suit-placing, as follows: "Original lead of a plain suit. South leads six of hearts; west plays eight; north plays nine; east plays knave. King, ace of another plain suit are now led. There is no call for trumps. East holds seven and three of hearts. He announces that he can place the remainder of the heart suit as to rank and number."

The prize was awarded to George C. Hetzel, of Chester, Pa., for the best solution, which was published as follows in *Whist* for February, 1895:



Six from eleven, and five are over—
'Gad, says east, but south's in clover!
For I've the seven, and th' only thing
That's out against him is the king.
And that's with west—a lonely hermit—
For if with north, he would have played it.
But ace, queen, ten with south remain
That could his lead of fourth sustain.
And having ace shows futhermore
He opened up a suit of four.
Thus, with my trey, as I'm alive,
'Tis clear that north has deuce, four, five.

Whist, in commenting upon the result, said: "This problem seems

to have been a very easy one, if results count for anything, as ninety out of the ninety-five solutions received were correct." It also demonstrated that suit-placing in general was much easier exercise for American whist-players than the more complicated "perception problems" (*q. v.*).

Two or three years ago I proposed to some friends desirous of improving their whist that, as an exercise in drawing inferences, they should announce their ability to place the remainder of the suit after the first or second round. * * * The players not able to announce to be upon honor not to take advantage of inferences they could not draw, but to play on as though no remark had been made. No guessing to be allowed—*i. e.*, the player announcing to give his reasons for placing either rank or number. I found this plan very improving.—"*Cavendish*" [*L. A.*], *Whist, December, 1864.*

Suit Signal.—The trump signal becomes a suit signal if made at any time when it is evident that trumps are not called for. It is a request for partner to lead from some other suit. (See, "Plain-Suit Signal.")

Sumner, Charles, at Whist.—Charles Sumner played a good game of whist, but playing for stakes was very distasteful to him, as is shown by his letters from England, to be found in his published correspondence. He speaks of the universal rule in England of playing for money, limited "among sober persons" to the merest trifle, "such as sixpence a point—a term," he adds, "which I do not understand, although I have gained several points, as I have been told." One evening Lord Fitzwilliam was his partner, and their joint winnings came to a pound, "which was duly paid and received." On another occasion two peers, Scarborough and De Mauley, and a clergyman, made up the set. Mr. Sumner again proved the winner, and the dominie paid him five shillings. This was very uncou to him, although he said no knowing that it was the c among English players. "(when allied to gaming, wer lovely in his eyes," says Cou in commenting upon the inc

Superstition.—There has a been more or less superstitio nected with games, and whis exception. Many people are rally superstitious in every they do, and when they play they cannot help showing weakness in many little tra peculiarities, such as choos certain seat at table, carrying of metal or other mascot, too certain spots on certain cards etc. It is a hard matter to them out of their delusion, f perstition is not founded on re That many amusing stories cerning its influence in the might be told appears from th lowing passage from *The A turer*, an English journal, is March 6, 1753:

"On Sunday last a terrib broke out at Lady Brag's. sioned by the following acc Mrs. Overall, the housek having lost three rubbers at running, without holding a sw (notwithstanding she had cha chairs, furzed the cards, and cu Jemmy, the foot-boy, to st legged for good luck, grew o all patience; and, taking up devil's books, as she called t flung them into the fire, and flames spread to the stew room."

Notes and Queries, in repri the story, explains: "Sumner the ace of hearts, the knav clubs, and the ace and the dra trumps, at whist. To *furz* or is to shuffle the cards very fully, or to change the pack."

ıd, the four of clubs is known as the devil's The deuce of spades, l up as the trump card, ɔped for luck, and the ubs is a sign of five the dealer's hand. :ards are known the monds is called "the ɔtland," and many in- lanations (none of them have been offered as ı of this phrase, which as far at least as 1745. ɔf that year a caricature ed which represents the alier trying to lead a ls, laden with cursea, the Tweed, with the onds lying before them. ıter, in his "Duplicate Whist Strategy" (page s some space to the ıperstitions in the fol- ful fashion: "In choos- is well to consider how s games have run. If ve been winning turn- ıe those whose turn it is . * * * In choosing same principles apply. a black deuce is turned, ith your knuckles be- : else touches it. Six ɔf ten you will secure ːe trumps by so doing ut of 1000, to be exact). the nine of diamonds, vard game with every e curse of Scotland a rubber. If you turn clubs, play to save the : devil's bed-posts are ɛy. Saltpetre will not When you have a run :, consider a moment s owing to bad play on ad cards, or a bad part- ıe first, change your try ruffing or short second, walk around your chair three times, but be careful to walk around in the proper direction; if the third, next time you cut for partners wait until your Jonah has drawn his card, and then take the second one from it in either direction. If your own and your partner's hands never seem to fit each other, examine the grain of the table, and next time you have the choice of seats, sit with the grain."

An amusing incident showing that superstition is by no means in danger of becoming extinct, even in the New World, is related in connection with the play for the Challenge Trophy, at the seventh congress of the American Whist League (Put-in-Bay, 1897): One of the gentlemen comprising the winning team from the Philadelphia Whist Club was somewhat downcast, but when Mrs. Henriques, of New York, gave him a four-leaf clover and predicted his success he had new courage. It appears one of the juniors met him usually before going into a fresh conflict, and greeted him thus:

"Go in and smash them."

This advice was given thrice daily, and as many times carried into execution, but once the word was missing, and Captain Hart was defeated. Somehow he felt that the omission was a forerunner of failure. He lost courage, feeling the boy was losing faith in his team. So he left the table, walked out in the hall where the boy stood, and as he passed the junior wag called out:

"Go in and knock them out."

It was all he needed. He had found his lost courage. He went in and pulled his team on to a victory.

It is very rarely that we find any person who has played whist during many years who is entirely devoid of superstition.

Some players will not admit that they have any superstition, but by their acts they demonstrate that they are superstitious. * * * The thoroughly superstitious player is rarely a strong player.—*A. W. Drayson* [*L+A+*].

The superstitions of the whist-player are beyond enumeration. They acquire a mysterious hold over his imagination, and baffle every attempt to secure their expulsion. Some of them are to be found in every district of England, from the clubs of London to the remotest ends of local life in the provinces; others are confined to particular towns or counties.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

The most powerful intellect, the most profound science, is not proof against superstition; and it is curious to see how fastidious even the best players will be about the choice of seats, or cards, or counters, or about other things which can have as little influence on their fortunes as the changes of the moon. Some will insist on being the first to touch a black deuce turned up, some attach good omens to the hinges of the table, some think it advantageous to sit north and south, and so on. One cannot believe that any other than a born fool (and he could not be a whist-player) seriously thinks such things are of real importance, and the persons doing them are often unmercifully bantered for their folly; but still they persevere, and it has often been a great puzzle how such an anomaly can be explained. We believe the explanation lies in a simple application of experience in chance results. Toss up a penny a great number of times and record the results; you will find that you do not get heads and tails alternately, but that there is an almost constant tendency to produce *runs* on one particular chance. * * * Now, as the tossing of a penny is an analogous case to the winning or losing of a rubber at whist (which is very nearly an even chance), people lay hold of the salient fact of the tendency to a run and apply it to this case. They argue that as the heads, after coming once, may be repeated several times, so the seats or cards which have won once may win several times running. Of course the reasoning is fallacious, as the reasoners know full well; but it is their only justification, and as the practices are very harmless, and are indeed expressly provided for by the laws, one need not be angry with them.—*William Pole* [*L. A+*], "*Evolution of Whist.*"

Supporting-Card Game.—A style of short suit play at whist in which supporting, or strengthening, cards are freely led to partner, the player himself having lit nothing to hope for in his h The Howell (short-suit) s makes use of the supporting game as in many respects the important division of whist str "because it is the most gen available, and the most frequ adopted." Mr. Howell rega as "the essence of short-suit the theme, of which the forms of strategy are but tions." A supporting card i by him if the hand does not tain the elements of strength sary for an attempt to pla long-suit form of strategy, plain suit so very strong as t tify the high-card opening, trumps sufficient to warran trump attack, or if the cond are not favorable for the r lead, which is really but a mod tion or special instance of the porting-card game. For the porting-card opening four card used—queen, jack, ten, or n and these are generally led a highest of short, weak suits they do not absolutely deny t cards in the suit opened, and also sometimes used as int leads. The general rule for ing under the Howell system i two supporting cards in sequ lead the higher from a short and the lower from a long suit

Swabbers.—See, "Whisk Swabbers."

"Swedish Whist."—Prefer a modification of whist, is su have superseded English whi Sweden, and is therefore c "Swedish whist." In this g there are partners, as usual they change after each ru The trump is determined by ding, the leader having the firs Each must bid a higher su

ıe suits rank as follows: ıades, diamonds, hearts, being the highest. Still an these is *preference*, in trump is employed—the ralue of the cards deter- he issue. If the side that : trump or demands pref- ıes, the adversaries count ır each trick they obtain ĸ. The game is twenty ıd each trick above six ır a game in clubs, three; ur; diamonds, five; hearts, ence, eight points. Hon- as in English whist.

ı.—Method of play; as, ce, the system of Ameri- the long-suit system, the system; a complete play on certain well-de- ːs. Systematic play is ːordance with some rule, ruished from haphazard umblepuppy.

of the numerous systems lvocated and followed in ıtry, there has been a t on foot from the incep- e American Whist League that organization act as , and decide upon some authority. At the sixth of the League President ıgain called attention to r (see, "American Whist , saying, among other A whist-player cannot sit with a stranger without ın what system he plays. ːntions have arisen. The ns two or three different There are half a dozen nethods of discard; there suit theorists and short- ists, and taken together a wider difference to-day : was at the start. Now, o me that it is the duty of rican Whist League to remedy this state of affairs, if it is possible. We can appoint a committee of expert players, men who have fought their way to the front, and let them sift the different methods in vogue at the present time, and recommend to the whist-players of the country that which they think is best I do not mean by this that we should adopt any text-book upon the game, or that we should arbitrarily impose upon the players of the country any particular system, nor would I restrain individual liberty of action. It would be simply in the nature of a recommendation, and would tell the players of the American Whist League, and the whist-players at large, just what we thought was the best, without preventing them from playing something else if they desired to do so."

The matter was referred to an advisory committee, and that committee recommended the appointment of a standing committee on play, to report in favor of a system at the seventh congress. P. J. Tormey, chairman of the advisory committee, in a letter to *Whist*, subsequently said:

"The question is asked, 'Why should the American Whist League do such a thing? Is it the proper thing to say to a whist-player, you must lead ten from queen, jack, ten, and others, or ace from ace and four small, or from your long suit, or short suit? Will the League say I *must* discard from my poorest suit, if it pleases me or not?' If this and many other such things was the object of this resolution, the League would certainly be assuming too much authority. Such is not the case, by any manner of means. But in the judgment of President Schwarz and this advisory committee, the time has now come when the American Whist

League should proclaim to the whist-players of the country, speaking through the League's official organ, that it does recommend and suggest this system of leads and follows, discards, etc., or 'play,' if you prefer to make it more general, and ask all League clubs to recommend it in turn to their members."

When the seventh congress met at Put-in-Bay, in 1897, however, no recommendations were made or adopted, and the League once more temporized by appointing another committee on innovations in play, etc. It is hoped that some definite action may be taken in the near future.

When it is claimed that players have won matches by using this or that system, such claim is to be distrusted. Players win matches because they play good whist, or better whist than their adversaries. A system may give some slight advantage as against a team or pair who do not understand it practically, but that a match game is lost or won by a difference in system is very improbable. If it were so it would reflect little or no credit on the winners.—[illegible] (*[illegible] Whist*, [illegible]).

The whist [illegible] of the American clubs has [illegible] uniformity [illegible] widely in system [illegible] and penalties. In [illegible] seven [illegible], [illegible] doubles, and [illegible] the trump from the five [illegible] pack or [illegible] trump [illegible] their respectable [illegible] system of [illegible]

[illegible] stances, so as to result in the adversaries

losing tricks.—*R. F. Foster* (*S*[illegible] *plete Hoyle.*"

It may be stated as an axiom [illegible] system is better than no sys[illegible] matter how ridiculous the sy[illegible] appear, or what a trick-loser it [illegible] first, it is better than guessing [illegible] ence will soon show up the we[illegible] in a trick losing system, and [illegible] suggest the necessary change[illegible] provements. One of the le[illegible] players having started with th[illegible] system of leading a card of a [illegible] color from the trump suit when [illegible] strong hand. He was on the ri[illegible] the demonstration of the gener[illegible] ter of the hand to the partner [illegible] future whist training carried [illegible] idea.—*R. F. Foster* ([illegible]) *Express, October* [illegible]

System, Mixed.—In th[illegible] part of 1897 we find man[illegible] playing what they call a m[illegible] tem, a compromise between [illegible] tremists of the various [illegible] The captain of the Albar[illegible] describes one of these syste[illegible] by a team which gave Al[illegible] of the hardest fights it [illegible] many a day. He says:

"The system used by the [illegible] Duplicate Whist Club is th[illegible] rational of any of the [illegible] 'mixed systems' that we [illegible] seen. Briefly it is as follows: [illegible] originally from longest [illegible] Having honors in sequence [illegible] American leads—except [illegible] jack, ten, and others lead [illegible] lead king in all cases w[illegible] American lead calls for quee[illegible] queen as strengthening [illegible] show trump strength. Wh[illegible] is headed by a card sm[illegible] the nine, lead top of s[illegible] king, jack, ten, and other [illegible] fourth best. Do not open [illegible] card suit with one hon[illegible] have a strengthening card [illegible] can be led. With king, jack [illegible] eight, six, seven, or sm[illegible] lead fifth best. Discard [illegible] est suit. Use reverse [illegible] show suit you wish led. [illegible]

, jack, ten, and others
suit; otherwise follow
:ads. Echo with three
partner's lead. Never
artner's trump-lead.
ıles, with the exception
d, the number-showing
ting and queen, and the
all-card suits, do not
ially from the long-suit
yed by Albany."
eventh congress of the
Whist League (Put-in-
the Boston Duplicate
copy of its system with
ıent committee. In it
passage: "Since the
s the method of using
ard opening has been
A distinction is made
etween the lowest card
d a small card above the
e lowest card of a plain
rom a hand containing
suit opened at least four
some protection or re-
th in one or both of the
A small card above
s led from the same sort
strength, accompanied
mps or less, including
honor. By this method
rd openings, the part-
original leader is ena-
w quick and valuable
It frequently happens
first round of a suit,
not determine whether
small card led is the
e leader's suit. In this
is in the lead, he must
mps unless he has four
nself and some plain-
on, but must return the
in order to establish it.
ity is the same if he can
ell from the drop that
as a smaller card of his
e one led. He is then
ı justified in leading
t. If, however, the card
led is clearly the lowest of the suit, partner should generally start trumps at the earliest opportunity, provided he has either fair length or a good supporting trump at the top of three or less."

Another mixed system, that successfully employed by the team from the Walbrook Club, of Baltimore, is thus described by Edwin C. Howell, in the Boston *Herald*, in the latter part of December, 1897:

"But to the Walbrook system of play—what is it? In a word, it is a trump-showing system. They have discarded the American leads, including the fourth best, and use both high and low cards to indicate the strength or weakness in trumps. With the high-card trump-showing leads—king and jack for strength, and ace and queen for weakness—nearly all whist-players are familiar. To these, however, the Walbrooks have added a trump-showing method of small-card play. They are pretty strict long-suiters, so that a small card led under their system, whatever its size—from a ten down to a deuce—shows the longest suit in hand. Now if it is the lowest card of the suit it shows also weakness in trumps—that is, the lead declares, 'Here is my best suit, but I have not accompanying strength sufficient to bring it in without help from partner.'

"If, on the other hand, the small card led is not the lowest of the suit, but the penultimate or antepenultimate, it tells partner, 'I have not only this suit, but four or more trumps behind it, and I hope to bring it in.' Of course, it is not always apparent on the first round of a suit whether or not the card led is the lowest, but experience has proved that the truth is divulged early enough.

"Number in the suit led the Walbrooks do not attempt to

show. Their object is to indicate by the original lead, first, the longest suit; and, secondly, the extent of its support in trump strength. Their system is certainly strategic. It affords the two partners a better opportunity of shaping their play early and intelligently along a common line than the old game does. Nevertheless, I cannot overlook the faults of the system. They are two. In the first place, one is obliged by his original lead either to show strength, or, if he has not that, to show weakness in trumps. That a player must, if he is weak, acknowledge it seems to be a serious strategic defect in the system. In this criticism nearly all whist-players will agree with me. As to my other objection—that the Walbrook system permits no other opening from a hand than that of the longest suit—I suppose it will be considered sound only by short-suit or 'common-sense' players. I would not insist on it, indeed, if the first objection could be removed. If we must open long suits, I prefer the 'modified' whist that the Pyramids, of Boston, are playing, under which system the opening of a two, three, or four shows trump strength, but that of a five, six, seven, eight, or nine does not deny it. As a matter of fact, however, not one of the Pyramid players sticks closely to the long-suit openings, scarcely more than the players of my own team do. We all use trump-showing leads to a certain extent, but with us it is a voluntary matter whether we shall declare strength or conceal it. Hence we are not obliged to declare weakness if we have not strength."

Table. — A complete table at whist, under the rules, which apply more especially to play at the clubs, consists of six persons, although four are sufficient for play only when there is more t requisite number that the six is observed, the first fo chosen by lot taking their f at a game in this country, rubber in England, and others taking their turn quently; fresh additions table, either of newcomers who have already played made from time to time.

On ordinary social oc where whist is played, or vate, where the number of is determined and limited hand, the above rules are erally observed. In duplicat especially, the table is lim four players. These, un laws of duplicate whist, formed by cutting or agr (See, "Duplicate Whist of.")

Tables, Arrangement of "Duplicate Whist, Schedu Playing."

Tactics, Whist.—The tac ployed at whist consist of t ventional movements of th as laid down in the text-b taught by instructors, such leads, play of the second and fourth hand, etc. Tact the solid groundwork of whist knowledge, by mea which the play is directed the opponents. The superst is whist strategy, or the hig of planning and executing and campaigns, and makin best use of the forces at one's mand.

Many persons confuse the terms egy' and "tactics." strategy is the ful handling of forces not actua gaged in battle, in order to advantages of position which a useful later on for purposes of atta fense, or retreat, while tactics is

ıpplying, on the field of battle, ıents learnt at drill.—*R. F. Fos-* "*Whist Tactics.*"

; a Force.—Trumping a card led by an opponent, g card led for the purpose :r.

ılayer is forced to trump in be- ble to answer a trump signal, ıhould be at once to show the naining in his hand. * * * y three trumps, take the force west, and then lead the high- er it is. Having four, take the the third best, and return the matter what the others are, have the ace, or both king and is taking the force with a card owest must, of course, be re- comparatively small cards. queen, ten, two, it would be a nmunition to trump with the *Foster* [*S. O.*], "*Whist Tactics.*"

In the Tricks.—Where d gentlemen are playing ers the gentlemen, of ways gather in the tricks e won. Where gentlemen ılaying, the custom is for r who takes the first trick d to allow his partner to e cards for that hand, al- ıere is no law or rule re- his. In some clubs one akes in the tricks while keeps the score. In du- ıist each player takes care n tricks.

nay agree as to which partner d may gather the tricks, but it hat the first trick made should l and turned by the partner of ', who places it upon his left adds to it in order the tricks ly taken by his partner and that hand.—*Rules of the Des- 'ub, Boston.*

no rule as to which of the two hould gather and turn the ıere is a tradition that the the player who wins the first d gather it. There seems to ɔ sense in this. Let us inquire reason can be given why one ıould turn the tricks rather ɔther. I think a very good reason can be given by referring to the principle: Never have anything near your score if it can be avoided. In order to carry out this principle, let the partner of the player who scores [*i. e.*, keeps the score] take the tricks.—"*Cavendish*" [*L. A.*], *Whist, November, 1893.*

Taking Up Cards During the Deal. — Many players, especially beginners and those not well versed in the rules, have a habit of picking up their cards while the latter are being dealt. They are surprised to learn that it is in any way an objectionable practice. It is objectionable because it may disturb the dealer, and cause him to misdeal. The American code (section 17) wisely provides that a misdeal does not lose the deal if during the deal either of the adversaries touches a card, or in any other manner interrupts the dealer.

Should a player deal out of turn, and his partner, on taking up the cards as they are dealt, discover that his hand is poor, he might obtain an additional unfair advantage by calling attention to the error in the deal. Two unscrupulous partners, by unfairly taking a deal not belonging to them, and then giving it up on finding the cards picked up by the one unsatisfactory, would, if detected in the practice, be expelled from the table as card-sharpers. At the same time the very appearance of doing anything that might seem unfair, or give opportunity to obtain an unfair advantage, should be avoided by players who are known to be reputable and honest. The proper way is to let all the cards lie where they are dealt until the trump is turned by the dealer.

There is no law to prevent a player taking up his cards during the deal. The law puts the offender under certain disabilities, and that is all. We pointed out once that a player dealing out of turn has an advantage, but if, in addition to dealing out of turn, he has a partner who

looks at his cards, and finding them bad calls attention to the fact that the player is dealing out of turn, then he obtained a great additional advantage according to law, but contrary to all right and propriety. We should think this point alone should be sufficient to prevent players taking up their cards.—*Charles Mossop [L. O.], Westminster Papers, June 1, 1878.*

Talking at Whist.—George W. Pettes quotes this from a professor who loved the quiet game, and who was also of a humorous turn of mind: "One can no more play whist and talk than he can translate Ovid and turn somersaults at the same time." (See, "Conversation," "Silence.")

Talleyrand's Mot.—Talleyrand, the great French statesman, was also celebrated as a whist-player, and in his latter years he spent many hours almost every day at his favorite game. His advice to all was, play whist, and you will be spared a sorrowful old age, and this idea is embodied in his celebrated *mot*, when addressing a young man who had confessed that he did not play whist: "*Vous ne savez pas le whiste, jeune homme? Quelle triste vieillesse vous vous préparez!*" ("You do not know whist, young man? What a sad old age you are preparing for yourself!")

The provisional government which Talleyrand formed, upon Napoleon's abdication, was composed, with one exception, of his associates at the whist-table.

[illegible] discussion in the [illegible] "Merry An- [illegible] in a pam- [illegible] leads [illegible] the [illegible] *in Leads,* [illegible] a pleas- [illegible] Talleyrand's well- [illegible] old age [illegible] ignorant of the [illegible] *Harper's Monthly Magazine, March, 1891.*

Teachers of Whist.—H the first to teach the game professionally, but it is a fact that although he was eminally successful, his suc not inspire others to take work; and it was not un tury and a half after the pu of his famous treatise tha of professional teaching a curred to anyone. The gr est manifested in the game was first improved and pla some degree of science, enc Hoyle to take up teachin lifework. Similarly, the whist revival in this coun the introduction of the mo entific game, brought an e mand for instruction. So g this demand, however, tha utterly impossible for one m to meet it; otherwise R. F who was the first to give w tures in this country, mig become the sole successor of In 1888 his whist engage came so numerous that he his regular profession an himself entirely to teach writing on the game

As it was, beginners an instruction became so nu especially among women, an unprecedented interes improved American game the first time in the histo women themselves took work of imparting knowle cerning it. The first to professionally was Mi Wheelock [illegible], who was to teach by her friends [illegible] of Milwaukee, in 1888, [illegible] before Mr. Foster began [illegible] all his time to the ga Wheelock at first had [illegible] accepting compensation [illegible] struction, but the demand time became so great tha forced to adopt this cour

n this good work, which
e been found so well
to women, the "whist
as she is affectionately
thousands of pupils and
world generally, stands,
sal consent, at the head
sen profession, and at this
December, 1897,) has just
l the most successful year
experience.
he same time Miss Whee-
esponding to the demands
nthusiasts in Milwaukee,
de Gardner, the daughter
vernor John L. Gardner,
chusetts, was induced to
he work in the city of
She did not teach very
vever, her marriage and
retted death taking place
ter.
ork also caught the whist
here Miss Anna C. Clapp
rtly afterwards was mar-
e Rev. Mr. Frothingham,
Bedford, Mass.) was the
n the field, closely fol-
her sister, Miss Gertrude
(*q. v.*). The latter began
nd has ever since taught
ork and in many other
he has won a high reputa-
player as well as teacher,
seen from the following
expression in *Whist* for
r, 1894. "Let the man
ks a woman cannot play
emarks the editor, "cut
me with Miss Clapp, and
on have an opportunity
his wonder between her
on and his ignorance."
whist-teaching attracted
tention from the begin-
y be judged from an ap-
two-column editorial
peared in the New York
of September 8, 1887.
the most curious social
na of the year," said the
editor (E. L. Godkin), "is the success which has attended the attempt to teach whist in classes, both in this city and in Boston, last winter, and during the past summer at some of the watering places. It has been found, as a matter of fact, that a good whist-player, possessed of fair teaching capacity, has no difficulty in getting pupils enough to make it worth while to treat whist-teaching as a calling. The experiment thus far has revealed the fact that the number of people who want to play whist both in summer and winter is very large, and is probably increasing, and also that a very large proportion of those who have been playing the greater part of their lives are really ignorant of what is called scientific or modern whist."

In 1888 Mrs. M. S. Jenks (*q. v.*) removed to Chicago, and in the year following her intimate knowledge of the game and high qualification for the work caused her services as a teacher to be eagerly sought by the ladies of that city. She, too, had no intention at first of giving instructions professionally, but the demands upon her time were such that she found it necessary to do so. She thus became one of the early workers in the field, and did much to set the wave of whist-improvement rolling westward from Chicago.

The same year in which Mrs. Jenks began her teaching in the great city on Lake Michigan brought another man into the whist field as an instructor. It was William S. Fenollosa (*q. v.*), by many still called Professor Fenollosa, because of his previous successful career as a pianist and teacher of music, but which title he himself disclaims, and requests us not to use. Mr. Fenollosa became very successful and popular in his new field, and

numbers among his pupils hundreds of the leading people of New England. He is distinguished also as an analytical writer on the game, and as a whist-player. The following year (1890) another able and successful gentleman began giving lessons—George E. Duggan (*q. v.*), a Canadian by birth, but an American by adoption. Mr. Duggan branched out in New York; but, going to Chicago to visit the World's Fair, he was so struck with the fine quality of the whist played in the latter city, and the desire manifested for more knowledge, that he concluded to remain there. To-day he feels no little pride in the fact that many of Chicago's best players—men and women—are numbered among his pupils.

The pioneer whist-teacher and leader in Philadelphia was Mrs. William Henry Newbold (*q. v.*), who began teaching in 1891, and soon found her services in great demand. Being prominent in social circles, her example and devotion to the game inspired others, so that to-day Philadelphia ranks first as a woman's whist centre. In 1891 whist-teaching was also inaugurated in Denver, Colorado. Miss M. Ida Moore was the first to make a success as a teacher there, and she has many pupils. Miss Moore has played the game from childhood, being, as she says, "brought up on whist." In 1886 she began to study the modern scientific game, and several years later her services as a teacher were in great demand.

One of the first to take an active part in the new whist movement among the women of Milwaukee was Mrs. Lavinia S. Nowell, who had played whist from childhood up. When a young girl she often made a fourth hand with her father and two other gentlemen. It was a Hoyle game in those "second low and third hand h regardless of sequences an card led. Her father was a admirer of whist, and the Nowell came naturally to h also. Writing under date of ber 25, 1897, she says: "I can be classed as a professional t A few years ago, when the began to be greatly interes the game, I was urged by friends to give them the ben my experience, and I taught one winter, very successfu was told, but my health an mands on my time did not p me to continue it after that s Often a class is formed a members insist upon my tea them. Then I take this clas no others." Hamilton is Nowell's favorite authority game. Milwaukee is also the of another whist-teacher of Miss Bessie E. Allen (*q. v.*). reputation is national, alt she has not taught very often from home, her time being occupied there.

Whist-teachers had begun crease so rapidly, and teachi held in such high esteem, t February, 1895, Cassius M. the editor of *Whist*, was mov make the following refere the subject in his journal: W teaching "is fast forcing its the fore as the easiest and way of obtaining that underst ing of the theory of the gam gether with the arbitrary co tionalities, which, being su mented by practice, make ready player. So thoroughl this plan becoming establ and so satisfactory is it in its tation, that the whist-teacher i an acknowledged and valued fi with much to do, and large c in each whist-playing centre

ɔut this time Mrs. Lillian Curɔel (*q. v.*), a charming society ɪn, began to arouse a deeper ɛst in the game among the ɛn of St. Louis. She, too, had familiar with whist all her ɪnd, after studying it scientifically was prevailed upon to teach s. Her labors in the whist resulted in the organization of argest whist club for women ɪis country. Similar good was being done at the same ɔy Mrs. T. H. Andrews (*q. v.*), hiladelphia. After arousing hist enthusiasm of the women hiladelphia and surrounding ɜ to a high pitch by means of ɛaching and the whist tournaɜ, in which she was the leadɔirit, she took hold of the proof organizing the Woman's : League of America, which ong been talked of, and now d it to a successful issue. The eds of her teaching she demainly to the advancement ɛ cause of whist. One of her r thoughts was the purchase ɪat have since been appropriɲamed the Andrews Trophies r large heart-shaped silver ɜ—to be competed for by ɜ of four. They are to the an's Whist League what the enge Trophy is to the Ameri-Vhist League, and are subject newhat similar rules. In fact, were competed for before formation of the woman's ɛ, and to the enthusiasm ɛd by the tournaments held eir possession was largely due ɔrmation of the organization. chers of whist, of both sexes, became more numerous still, he demand for instruction ɛd ever increasing. Miss ɛes S. Dallam (*q. v.*) took up ood work in Baltimore; Mrs. B. Farnum, an experienced and lifelong whist-player, began to teach in Chicago and its suburbs. On the Pacific coast, Mrs. Frank H. Atwater (*q. v.*) won a more than local reputation at Petaluma, Cal., and in San Francisco Mrs. Abbie E. Krebs was credited by *Whist* with "having, in many ways, actively contributed to promote interest in scientific whist by teaching, writing, and committee work, and last, but by no means least, by a series of whist talks at the San Francisco Whist Club."

In the spring of 1894 Miss Adelaide B. Hyde began giving whist lessons at New Haven, Conn. She had had the benefit of a very early whist training. As a child she never lost an opportunity to watch the game, and took a hand as soon as she was allowed to do so. Later she obtained her knowledge of the conventional game from the books, and a close watch of the methods of the best players of this country also helped to perfect her in her chosen profession. Miss Hyde has had classes in the Adirondacks summers, and at Lakewood, N. J., winters. In 1897 she removed to New York City. Like all the women who teach whist, Miss Hyde is an advocate of the long-suit game, with American leads. First of all she endeavors to establish the fact that rules are in no wise opposed to common sense, but simply a result of it; and their application can never become mechanical if the best results are to be gained.

The year 1894 also brought several more men into the field as whist teachers. Charles S. Street (*q. v.*) began to devote some time to it, aside from other duties, in Boston; Earle C. Quackenbush (*q. v.*) did likewise in Washington, D. C. Charles R. Kelley (*q. v.*), now of New York, began

to teach some also about this time, as did also E. T. Baker (*q. v.*), in Brooklyn. All of these gentlemen continue to give more or less time to it, and have many pupils. Another instructor who entered the field contemporaneously with the above was T. E. Otis (*q. v.*), of East Orange, N. J., but after teaching two years, and regaining his health, which had previously been impaired, Mr. Otis reentered other business, and now confines most of his teaching to the training of the team of which he is captain. It may be here noted also that while the ladies are, so far as we know, all orthodox in the long-suit faith, and true believers in American leads, three of the gentlemen are pronounced advocates of the short-suit game — Messrs. Foster, Keiley, and Baker.

A little over two years ago, Mrs. Harry Rogers, of Philadelphia, began teaching whist, and her efforts were soon crowned with success. Mrs. Rogers was taught to play whist while a child, and among her early recollections is one of being made to stand in a corner because she could not remember the cards. Her attention was called to the scientific game some five or six years ago. She subsequently took lessons from Miss Gertrude E. Clapp and Miss Wheelock, and is a strong advocate of the long-suit game. When her husband failed in business, she took up teaching, and met with great encouragement. She has taught in Pittsburgh, as well as Philadelphia, and has also had offers from Cleveland and other cities. All her pupils are enthusiastic in their praise of her and her instructions.

Among others who have taken up whist-teaching, Mrs. Henry E. Wallace (*q. v.*), of Staten Island, N. Y., Mrs. Sarah C. H. Buell (*q.* Providence, R. I., and Mrs. G de Benneville Keim (*q. v.*), m Edgewater Park, N. J., hav won enviable reputations. Keim is a native of Richmond and has the credit of orga two whist clubs among the l of the Old Dominion capital arousing whist enthusiasm a the leading people of the city.

While there are undoub many more persons who whist, professionally or othe we have prepared an alphab list of all those whose name addresses could be learned b gent and systematic inquiry. have thirty-eight teachers r sented in all, twenty-nine w and nine men. Some of the successful men who are engag teaching have many more fe than male pupils. In fact great majority of whist-pupils undergoing instruction are wo and this is significant. It m that in America women may e ually distance the men in inti knowledge of the game. It m also that through woman whis be made more and more a gam the home circle, and a factor i education and training of young, a matter of vast import and benefit to the nation at l The list of teachers follows:

Allen, Miss Bessie E., 474 Buren street, Milwaukee, W

Anderson, Mrs. Harriet Allen, Van Buren street, Milwaukee.

Andrews, Mrs. T. H., 1119 Sp street, Philadelphia.

Atwater, Mrs. Frank H., Petal Cal.

Baker, Mr. Elwood T., 781 I pect Place, Brooklyn, N. Y.

Brooke, Mrs. Gertrude, Earl Terrace, Germantown, Pa.

Buell, Mrs. S. C. H., 227 Be street, Providence, R. I.

), Miss Gertrude E., The Len-
x, New York City.
ım, Miss Frances S., 1026 Bol-
ı street, Baltimore, Md.
ver, Mrs. Sewall, 1008 Jones
eet, San Francisco.
an, Mr. George E., 305 East
icago avenue, Chicago.
, Mrs. William E., Washing-
ı, D. C.
um, Mrs. Sadie B., North
ore Hotel, Chicago.
llosa, Mr. William S., Salem,
ss.
r, Mr. R. F., 560 Hancock
eet, Brooklyn, N. Y.
r, Mr. Robert, 47 Tremont
eet, Boston.
, Mrs. Minnie, Evanston, Ill.
, Miss Adelaide B., 53 West
rty-seventh street, New York
y.
s, Mrs. M. S., care of *Whist*,
lwaukee, Wis.
y, Mr. Charles R., 101 Lexing-
ı avenue, New York City.
ı, Mrs. George de Benneville,
gewater Park, N. J.
ochan, Mrs. Frank, Albany,
Y.
s, Mrs. Abbie E., 911 Sutter
eet, San Francisco.
e, Miss M. Ida, 1031 Emerson
eet, Denver, Col.
bold, Mrs. William H., 2212
nity Place, Philadelphia.
e, Miss Evelyn, 2005 St. Charles
nue, New Orleans, La.
, Mrs. Lillian C., 5925 Cates
nue, St. Louis, Mo.
ell, Mrs. W. A., 667 Marshall
eet, Milwaukee, Wis.
Mr. T. E., East Orange,
J.
kenbush, Mr. Earle C., 1408 G
eet, Northwest, Washington,
C.
rts, Miss Edith, Ridley Park,

rs, Mrs. Harry, 2216 Trinity
ace, Philadelphia.
Shelby, Miss Annie Blanche, Portland, Oregon.
Snyder, Miss Edith, Pottsville, Pa.
Street, Mr. Charles Stuart, 86 Beacon street, Boston.
Trist, Miss, 1516 Baronne street, New Orleans.
Wallace, Mrs. Henry E., 20 Tyson street, New Brighton, Staten Island, N. Y.
Wheelock, Miss Kate, care of *Whist*, Milwaukee, Wis.

Hoyle gave instructions at a guinea a lesson. The charges of the modern teachers are more moderate, as will appear from the following rate-card, submitted to her pupils by a leading teacher: Class of four, one hour session, $3; class of eight, one and a half hours' session, $4; class of twelve, two hours' session, $5; class of sixteen, two and a half hours' session, $6. Private lessons, half-hour instruction, $1. Some teachers undoubtedly charge more than this, and some less.

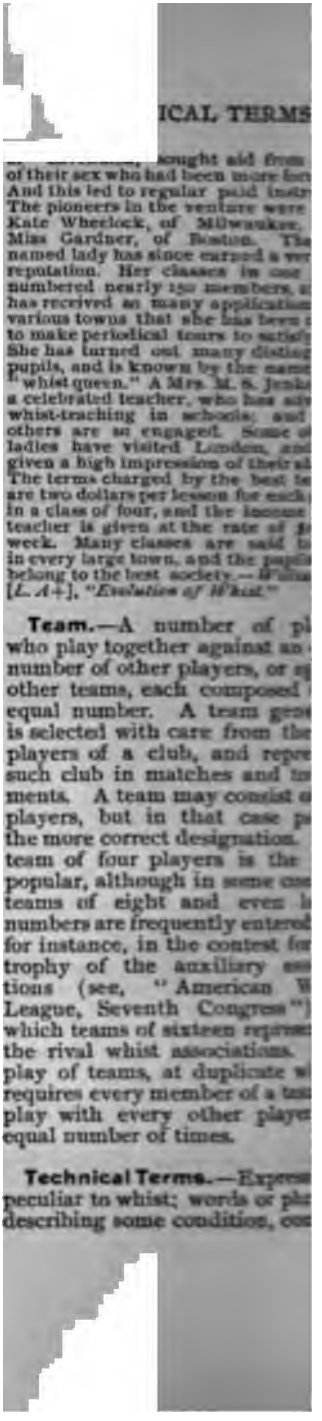
Until recently the study of whist was undertaken only in a desultory sort of way over a "hand." But within a few years it has been so systematized that a course of lessons in whist is as common as a course of study on any other subject. Whist lessons can be given on exact lines up to a certain point, covering all the positive rules of the game. Beyond that it can be given in the way of pointing out the pitfalls into which the unskilled may stumble, and suggesting means by which they may be avoided, or if not avoided, neutralized. After that the student must depend on herself, and her proficiency in the game will depend upon her powers of observation and concentration, her ability to draw correct inferences, and her good judgment.—*Harriet Allen Anderson* [*L. A.*], *Home Magazine, July, 1895.*

Professional teaching became quite a feature of whist in America. Miss Kate Wheelock was the first in the field, beginning in Milwaukee and Chicago. The Misses Clapp followed in her footsteps, and before long every large city had its instructor. With the exception of the author, who was then lecturing on whist in New York, all these teachers educated their pupils in the number-showing

school. Influenced by the later writings of "Cavendish," and the works of G. W. P., Fisher Ames, and others of that school, which was all the rage in 1891, these teachers insisted on the pip-counting process as the highest order of whist. The invariable lead of the longest suit, showing number, and signaling were the drill tactics, and when the Milwaukee Whist Club asked the whist-players of America to meet in Milwaukee for the purpose of organization, almost every delegate present was a follower of the scientific school.—*R. F. Foster [S. O.], Monthly Illustrator, 1897.*

It is often said, in general terms, that the way to learn to play whist well is to play with good players. This is in part true, but it is mainly delusive. There is, to many people, not much use in seeing what good players do, without knowing the reason why they do it, and this good players are not ready to give, and in fact the rules of the game forbid their giving it while playing. All the instruction the unfortunate whist-dunce receives while actually playing, he is apt to get from the contemptuous reproaches of his partner, or the contemptuous silence of his opponents, after each hand. * * * All this makes a teacher of whist—that is, somebody who will deal tenderly with poor players, tell them why they have blundered, and what they ought to have done but did not do, in a spirit of kindness or even commiseration—wear the air of a ministering angel; and we should venture to predict, therefore, that the most successful teachers will be, as indeed are now, women.—*E. L. Godkin, New York Nation, September 8, 1887.*

Another evidence of the earnestness of the Americans in the game has been the fact that they have revived and encouraged *professional teaching*, in the manner practiced by Hoyle. Nothing had been done since his day; but in 1871, when the author of the present work had occasion to describe the philosophical system, he inserted the following note (*Quarterly Review*, page 69): "Why cannot whist be taught professionally, like chess and billiards? Hoyle set the example, at a guinea a lesson, and there is now much more scope for instruction than there was in his day, from the game being reduced to so much more systematic and teachable a form." It is quite as practicable as the teaching of drawing or music, or any ordinary accomplishment, and the Americans have made the experiment with great success. It is curious that the teaching began among the fair sex. About 1886 a little circle of ladies, prominent in the society of Milwaukee (a city often distinguished in whist matters), despairing of solving for themselves the mysteries



or play incident to the age, book, bumblepuppy, umy, etc.

, Control of.—Whist is for gentlemen (and for , for that matter), and ıould never be lost sight ust as wrong to lose con- ur temper at the whist- would be at any function where good breeding and : are supposed to be the get angry at whist never t makes matters worse.

a unfortunately discover that al infirmity robs you of the ntrolling your temper, aban- and forever all idea of becom- -player. By this generous ou will be spared the mortifi- ion which must disturb those having so repeatedly marred and enjoyment of others.— *Colonel B.*" [*L. O.*].

ee, "Ten-Spot."

—The best and third-best by a player in a suit. and third-best cards are or; the second and fourth e minor; the first, third, best constitute a tenace 'enace also means the which the cards are held Tenace is an important command in whist strat- nuch used in the short- or the play of the weak e player possessing ten- :h has the cards in a posi- n the most tricks if his up to. Therefore, many ill not lead away from even though obliged to rt suit.

l tenace is generally sup- e derived from the Latin acious, holding fast, the ; to hold back certain ad of leading them. Val.

W. Starnes, in his book on "Short-Suit Whist," is inclined to doubt the correctness of this derivation, and to place some confidence in the ingenious definition suggested by the young lady who asked him wherein lay the special advantage of holding an ace and a ten. "It might well be," he argues, "that the term actually originated from 'ten' and 'ace,' for these two cards constitute an excellent tenace when any two of the three remaining honors fall on the first trick. The ten and ace may have been the first representatives of the tenace species noticed by whist naturalists; or, perhaps, the word may have been coined to indicate the double tenace, first, last, all-embracing, ten-queen-ace."

In his "Whist Strategy" (1894), on page 203, R. F. Foster gives a hand, and shows the result when played in disregard of tenace, and when played tenace. In the first instance A leads, the nine of hearts being turned in trumps:

Tricks.	A	Y	B	Z
1	♣ K	♣ 4	♣ 5	♣ A
2	4 ♢	6 ♢	5 ♢	Q ♢
3	7 ♢	9 ♢	♡ 6	10 ♢
4	♣ 8	♣ 7	♣ 10	♣ 3
5	K ♠	2 ♠	5 ♠	♣ J
6	K ♢	A ♢	♡ 7	2 ♢
7	A ♠	4 ♠	3 ♠	♡ 2
8	♣ 9	6 ♠	♡ 8	J ♢
9	♣ Q	8 ♠	Q ♠	♡ A
10	♡ 10	9 ♠	♣ 6	8 ♢
11	♡ K	♡ 4	♣ 2	♡ 9
12	♡ Q	♡ 5	7 ♠	♡ J
13	♡ 3	10 ♠	J ♠	3 ♢

Score: A-B, 9; Y-Z, 4.

"In the original play," says Foster, "Z, not having been educated in tenace, has no conception of the possibilities of his hand. In the overplay Z leaves the lead with A, who, supposing his suit to be good, ace with his partner, leads trumps. It is only the plain-suit echo on a king led that saves A at the tenth trick. The tenace play of the hand makes eighteen tricks against eight, a gain of ten." The tenace play is as follows:

Tricks.	A	Y	B	Z
1	♣ K	♣ 4	♣ 5	♣ 3
2	♡ K	♡ 4	♡ 6	♡ 2
3	♡ 3	♡ 5	♡ 7	♡ 9
4	4 ◇	6 ◇	5 ◇	Q ◇
5	♡ 10	♣ 7	♡ 8	♡ A
6	7 ◇	9 ◇	♣ 6	J ◇
7	K ◇	A ◇	♣ 10	10 ◇
8	K ♠	10 ♠	J ♠	♡ J
9	♡ Q	2 ♠	3 ♠	8 ◇
10	A ♠	4 ♠	5 ♠	♣ J
11	♣ 8	6 ♠	♣ 2	♣ A
12	♣ 9	8 ♠	7 ♠	3 ◇
13	♣ Q	9 ♠	Q ♠	2 ◇

Score: A-B, 4; Y-Z, 9.

With or without the establishment of a suit, you may pick up tricks here and there with high cards, and if you make all the high cards you have, never fretting about the small ones, you may consider yourself lucky. If you play with this end definitely in view preserving your high cards and tenace strength, and leading cards worthless in your own hand, but of such size that they may help partner, then your method is what we generally call the supporting-card game. Foster uses the expression "tenace game," but I prefer to retain the usual, restricted meaning of the word "tenace," as applied to the best and third-best of a suit and a couple of similar combinations.—*E. C. Howell* [*S. H.*], "*Whist Openings.*"

When you hold a single or d tenace, major or minor, it is ver portant to avoid leading the suit, i sible, for it will be much more to advantage to have it led by some player, unless you have so many car the suit that it is unlikely to go more than once. For example: I lead from the single major tenace are sure of only one trick. If you for the lead from some other playe are likely to make two tricks. I lead comes from your left-hand a sary, you are sure of two tricks trumping. If you lead from a d major tenace, you are sure of bu trick. By waiting you may make t and if the lead comes twice from left, nothing but trumping will pr your so doing.—*Val. W. Skarnes* [*S "Short-Suit Whist.*"

Hoyle says: "Tenace is possessin first and third-best cards, and being last player;" Mathews, "When the to play holds the best and third-bes suit." "Last to play" and "last pla are here used only relatively to the h of the second best; so that their d tions really mean that tenace is the ing of best and third best of any under such circumstances that the must come up to them from or thr the holder of second best. The term was also used to indicate the tion wherein a player might be led regardless of, or in ignorance of, cards he held. "Cavendish," Clay, *genus omne*, in defining, limit meaning of tenace to the holding cards irrespective of position. Pole "The essence of the tenace, which the character and importance to the bination is that if the holder of the te he must (bar trumping) make tricks both cards." Ames, in his exce treatise, uses the term indifferently t press either the holding of the card the holding of the position, and " endish" uses it in the latter sense "Card-Table Talk." As a matter of entific accuracy, it is to be regretted separate terms cannot be assigned these separate meanings, for insta major fourchette for best and third minor fourchette for second and fi best; vantage, the position, major te the combination of major fourchette vantage; and minor tenace, minor chette and vantage.—*Emery Ahard* [*L-A.*], "*Winning Whist.*"

Ten-Lead.—See, "Ten-Spot

Ten-Spot.—The fifth high card in the pack; one of the

rds in whist; also called the ten.

n is led, in both the system ads and in the American om one combination only f king, jack, ten, and one smaller cards. It has fre- been objected to in the still more in recent years. idge" pointed out its s in his "Whist, or Bum- ?" (second lecture). In ord Bentinck, the inven- e trump signal, led a small n the king, jack, ten com-

ow proposed (and many of best players have already the suggestion) to substi- he ten the lead of fourth l to transfer the ten-lead to n, jack, ten combination, relieving the queen-leads much-complained-of am- in the American leads. nge seems to have grown a suggestion made by Stuart Street, in *Whist* for 1893. He proposed that e led, instead of the queen, queen, jack, ten combina- he did not provide for any n the ten-lead from king, . His idea was to lead the both combinations. Fisher d other American authori- rsed Mr. Street's sugges- N. B. Trist and "Caven- lared against it, as they subsequently against the innovation of leading est instead of ten from k, ten, first brought into ice by Milton C. Work and from the Hamilton Club.), "American Leads, Pro- anges in," and "Hamil- s.")

Howell (short-suit) system of the ten indicates the sup- ard game (*q. v.*). In the New York (Keiley's) system, the ten is usually led as the top of the suit, but may be an intermediate lead (*q. v.*). A long suit, headed by the ten, is opened with it.

Personally, I think there is an advantage in leading the ten, as against a small one, from king, knave, ten, etc., both in plain suits and in trumps; but I allow, if any departure from this well-established rule is to be made, that it may be attempted in the trump suit with better chance of success than in plain suits.—"*Cavendish*" [*L. A.*], *Whist, October, 1895.*

When ten is led as an original lead, from more than four in suit, and wins the trick, the second lead, in the writer's opinion, should be the original fourth best, and not the lowest of the suit. The ten winning the trick, the nature of the combination led from and the position of the high cards are proclaimed. * * * It is clearly an advantage for partner to be able to read the numerical strength of an *established* suit as early as the second round.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Text-Book.—A book for the use of beginners and students, who wish to perfect themselves in the game; a whist lesson-book. (See, "Books on Whist.")

Thackeray on Whist.—In "The Virginians," by William Makepeace Thackeray, the hero, *Harry Warrington*, experiences much whist-play, and some of it is downright gambling. One Sunday evening *Dr. Sampson, Lord Castlewood's* chaplain, participates in a game of the more innocent sort. The evening was beautiful, "and there was talk of adjourning to a cool tankard and a game of whist in a summer-house; but the company voted to sit indoors, the ladies declaring that they thought the aspect of three honors in their hand, and some good court cards, more beautiful than the loveliest scene of nature. And so the sun went behind the elms, and still they were at their cards; and the rooks came home, cawing their

evensong, and they never stirred, except to change partners; and the chapel clock tolled hour after hour unheeded, so delightfully were they spent over the pasteboards; and the moon and stars came out, and it was nine o'clock, and the groom of the chambers announced that supper was ready."

Young *Warrington* plays day after day, and night after night, and when he goes to Tunbridge Wells he continues the game for higher stakes, with the most distinguished gamblers of the day. "*Mr. Warrington* and my *Lord Chesterfield* found themselves partners against *Mr. Morris* and the *Earl of March*," we are told. The Virginian's luck is phenomenal at first, but he finally meets with disaster, and is reduced to curious straits.

Theory.—The theory of whist is the general plan or system of the game, based upon its established principles. A player should be well grounded in the theory of the game, and add to such knowledge careful and industrious practice. Dr. Pole was the first to thoroughly describe the theory of whist, treating it from a philosophical and scientific standpoint. He says, in his "Theory of the Modern Scientific Game of Whist:" "It has been the invariable custom to lay down practical rules and directions for play, sometimes in their naked simplicity, and sometimes accompanied with more or less argument or explanation (as done to a certain extent originally by Hoyle and Mathews), but always leaving the student to extract for himself, from this mass of detail, the general principles on which these rules were based. Just as if a student of chemistry were put into a working druggist's shop, and expected to acquire all his knowledge of the science, by inference, from operations he was taught to ca on there. In other words, no tempt has ever been made to w out or to explain the fundamen *theory of the game;* and, believ that the thorough understandin this is the best possible prepara for using the rules aright, and acquiring an intelligent style play, we propose to state t theory somewhat fully, and to sh how it becomes developed in shape of practical rules." He th goes on to show that the basis the theory lies in the relations isting between the players; th the players are intended to act, singly, but as partners, and pl the two hands combined as if th were one. He shows how, in or to carry out this idea, they en into a system of legalized cor spondence, and then he expla how the theory influences the ma agement of trumps, plain suits, t lead, and other details of pl (See, also, "Long-Suit Game.")

Third Hand.—The player w plays the third card to a round trick; the leader's partner. In t first or opening round of the ga he is "B," or "south."

It is the duty of the third ha generally to play high, espe ally if his partner has led a l card. Should he in such case, ha ever, hold the ace and queen, ought to finesse with the que and play the ace out immediat if the queen wins. It is the th hand's duty to assist partner in tablishing his suit, and to make many tricks as possible by judicio finesses. He, of course, plays a l card in case his partner leads, fr a high card combination, a ca which should go round. When t adversaries are very strong, and le trumps, he finesses deeply in the

: the third hand wins the
t in a suit led by his part-
ıould do one of four things:
all he should lead trumps
ently strong, taking into
ıtion his entire hand, his
hand, as far as disclosed,
ards played by the adver-
If unable to lead trumps
d return the best card of
suit, if held by him.
, with fair strength in
ınd suit, it is the practice
. Briggs and other fine
o hold back the best card
er's suit as a card of re-
ould they find themselves
ter position later in the
bring in the suit them-
As a third matter of choice
ding the best card in part-
t), the third hand should
own long suit if he has
strength. If not, then
h alternative presents it-
should return partner's
ıst good players agree with
that it is not customary
e return partner's suit un-
ıre weak in all other suits,
it unadvisable to open a

len rule is an excellent maxim
dance of the third hand. Let
his partner what he would like
r to do for him.—*R. F. Foster*
Whist Tactics."

eral rule for third hand is to
ighest you have. This rule is
ɔwever, to the peculiar attri-
third hand as regards finess-
iam Pole [*L. A+*].

uld play the highest card in
as third player, unless you
ıold a sequence, when you play
card of this sequence, provided
not a higher card than those
the sequence.—*A. W. Drayson*
The Art of Practical Whist."

imes happens that the third
originally opened a suit can,
n, read that the best card of it
a guard in the fourth hand, in
he should play his lowest
dless of card played by the sec-
ond hand.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Always play your highest card, except when your highest cards are in sequence (then the lowest of the sequence), on your partner's lead of a small card. This rule of third hand high has but a single exception, and that is when you hold the ace and queen. In this case the queen should be finessed.—*Milton C. Work* [*L. A. H.*], "*Whist of To-day.*"

Third hand high. The play of the high card is (1) to take the trick; or (2) to force out an opponent's higher card. In either case it gets high cards out of the way and helps to clear and establish the suit. But this rule is too general, and particular rules are prescribed according to the cards led and held, etc.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

The third hand is, as a general rule, expected to play his best card to the suit which his partner has led, and which, in the case of an original lead, is, or in the vast majority of cases ought to be, his partner's strongest suit. By playing your best card, therefore, to your partner's lead, if you do not take the trick, you at least assist him to establish his strong suit.—*James Clay* [*L. O+*].

The general principles which should guide the play of third hand are: First, and chiefly, to help and strengthen your partner as much as possible in his own suit; secondly, to derive all possible advantage from any strengthening card he may play in your own suit; and, thirdly, to retain as long as possible such partial command as you may have in an opponent's suit.—*R. A. Proctor* [*L. O.*].

In the play of third hand, the main point to have in mind is, that the suit led is your partner's, and you are to assist in establishing it as follows: (*a*) by winning the trick if necessary, and as cheaply as possible; (*b*) by preventing fourth hand from winning too cheaply, thus forcing out the adverse high cards; (*c*) by getting rid of your high cards of that suit as soon as possible, to avoid blocking.—*C. E. Coffin* [*L. A.*], "*Gist of Whist.*"

Until within the last decade the analysis of the play of third hand was very inadequate and unsatisfactory. The books dismissed the subject almost with the single line—"generally play your highest card third hand." The new order for leads from high-card sequences, together with the fourth-best principle, revolutionised the game and rendered obsolete, to a great extent, the text-books of the day.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

While partners should play for each other, and while third hand should gener-

ally assist first player in the development of his suit and of his plan, nevertheless third-hand player is an important factor in the quartette, and may at any time assume to be an independent one. Third-hand finesse at times from an original lead, and frequently upon the after leads, will win trick or throw the lead to advantage. When the trumps are declared strong against, deep finesse by third hand may be the only plan that can save a game.—*George W. Pettes* [*L. A. P.*], "*American Whist Illustrated.*"

On the first round of a suit you should generally play your highest card third hand, in order to strengthen your partner. You presume that he leads from his strong suit, and wants to have the winning cards of it out of his way; you, therefore, do not finesse, but play your highest, remembering that you play the lowest of a sequence. With ace, queen (and, of course, ace, queen, knave, etc., in sequence), you do finesse; for, in this case, the finesse cannot be left to your partner. In trumps you may finesse ace, knave, if an honor is turned up to your right. Some players finesse knave, with king, knave, etc., but it is contrary to principle to finesse in your partner's strong suit. If your partner leads a high card originally you assume it is led from one of the combinations given in the analysis of leads, and your play third hand must be guided by a consideration of the combination led from. * * * If your partner opens a suit late in hand with a high card, your play, third hand, will depend on your judgment of the character of the lead. * * * On the second round of a suit, if you (third player) hold the best and third-best cards, and you have no indication as to the position of the intermediate card, your play should again depend on your strength in trumps. If weak in trumps, secure the trick at once; if strong in trumps, and especially if strong enough to lead a trump should the finesse succeed, it is generally well to make it.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

Thirteenth Card.—The last card of any suit held by a player, the other twelve having been played.

The thirteenth card is very useful, especially toward the close of a hand. If held with the last trump, or trumps, it becomes as valuable as a trump. A thirteenth card should be led only for the purpose of having partner play his best trump, and so prevent it falling with your own high trump; throw the lead into the advers hands, so that you or your pa may be led up to. When tr are against you, do not lead a teenth, unless it be to forc strong hand of an opponent.

It is sometimes played becau leader considers he cannot pla other card to advantage. To play teenth under these circumstance and most probably will, mislead partner; and if he does not ruff ver it gives an easily acquired trick last player.—*A. W. Drayson* [*L.* "*The Art of Practical Whist.*"

Thirteenth Trump.—The trump held by a player, t having been played. It is a important card to retain, if ble, in order to obtain the again when your suit is establi especially if you have no other of re-entry.

It is a good plan when you ha thirteenth trump to pass the wi cards. The reason of this is not app but in practice I know several p who do so, and in the multitude of sellors there is wisdom. — *Wists Papers* [*L. O.*]

If two players have an equal n of trumps, each of them having an lished suit, it will be the object of t remain with the last trump, which bring in the suit. The tactics of will be to win the third round of tr and then, if the best trump is a him, to force it out with the estab suit, coming into the lead again w last trump.—*R. F. Foster* [*S. O.*], *plete Hoyle.*"

Thomson, Alexander.—A of "Whist: a Poem in T Cantos; London, 1791;" was in Scotland, on the Dee, 1763, and educated at the U sity of Aberdeen, although terwards removed to Edinb During the winter of 1793-'4 was married, and his death occu on November 7, 1803. He wa author of a number of poems, and many translations the German.

Trump Echo.—A conplay originally suggested E. Greene, of Crawfords-, in 1895, and now made : When a player, third ıot obliged to play a high partner's original trumpshows the possession of ıps by playing his second he first round, and his on the second round.

ıdish" originated and in 1874 the regular echo nal for trumps, in order the possession of four r more. It is made by the trump signal in plain suits; *i. e.*, by playnecessarily high card, fola lower one. Dr. Greene he principle to the holdree trumps as well, but his echo to the strong : led by partner. The rred to him during the holidays, in 1894, as he letter, from which we following: "I am able to he hand and the circumhich suggested the play ly play at that time may been a good one, but it ıt well and set me to ' The hands were as ıe jack of spades being trumps, north being the

H.	SOUTH.
	♠ A, K, Q, 7, 5, 4.
	♡ J, 4.
, 5, 4, 3, 2.	♣ K, 6.
	◇ 10, 4, 3.
R.	WEST.
	♠ 8, 6.
7, 2.	♡ Q, 10, 9, 8.
	♣ 9, 7.
, 6, 2.	◇ A, J, 9, 8, 5.

seated north," continues Dr. Greene, "and led the ace of clubs, then jack, and my suit was established, but I had no possible chance of re-entry, except with trumps. My partner started trumps with the queen, then ace, and I echoed with three and two. My idea in so doing was to mislead partner and make him stop leading. (He afterwards told me that he knew I could not hold four, but thought I was able to read the hands, and was showing that I held the last trump.) He stopped the trump-lead and started diamonds. I trumped and we made all the tricks. On that board we made a gain of five. During my subsequent play I frequently noticed opportunities for echoing from three with advantage, and finally formulated the system as published in *Whist*, in March, 1895."

In that issue he said: "The lead of an honor in the trump suit indicates great strength, and it is very seldom that a player has *four* trumps when his partner opens with ace, queen, or jack. It *very often* happens, however, that he does have *three*, and if partner only knew this he might be able to leave him with a trump, where otherwise he would have drawn it. To obviate this difficulty my partner and I have adopted the following rule for such cases: We echo from *three*, play the lowest one from one or two, and *hold* the lowest one from *four* until the third hand. The rule applies only to leads of ace, king, queen, or jack. On low-card leads we play the old rules."

In *Whist* for December, 1895, Dr. Greene, taking cognizance of a number of criticisms, admitted that the play, as originally suggested, was open to two objections: (1) False-carding interfered with showing four. (2) Certain situations might arise where it would be im-

possible for the leader to tell whether his partner was out or still held two trumps. He also accepted a remedy suggested by Fisher Ames, which, in his opinion, "entirely obviates the latter objection, and partially the first." Mr. Ames' remedy was this: Third hand, holding four or more, should play his second best on the first round, and should follow with his third best, and so on down. "In this way," says Dr. Greene, "the echo is made from *three* or more, and except in *very* rare instances partner can tell which on the second round. Milton C. Work, in his 'Whist of To-day,' still further widens the field of usefulness of the play by making it apply to every case where third hand does not have to play a high card on his partner's original lead. This last might result badly in case the lead was made from a weak trump-lead, but a good partner would be no more likely to err here than he would be to unblock on a forced lead. At present I play the system as follows: In all cases where third hand does not attempt to win the trick he plays the next to the highest card which he holds, and on each succeeding round follows with the next lower card. As long as he plays cards lower than the first one played by him he still has at least one trump remaining. In this way I do not think I exaggerate when I claim that the second round will show the exact numerical holding in nine cases out of ten. It will be apparent at once that this is an improvement over the old four-card echo. Of course false cards will occasionally interfere, by leaving the leader in doubt as to whether his partner has one or more remaining, but it is surprising how seldom this occurs in play, and how little harm it does when it occurs."

There are several other by which third hand may possession of three trump ner's lead or call: (1) hand refuses to echo, and or more, it is negatively that he has three or less. sub-echo (*q. v.*) indicates definitely the exact poss three. It is made by re echo on partner's trump- echoing in a plain suit (3) A later idea, and on by Miss Kate Wheelock "Whist Rules" (second 1897), is to make the thi echo as follows when not win the trick: Holding three trumps, if partner s or leads them from *stren* (either in trumps or pla the *first* opportunity. more than three trumps, echo the first opportunity denying three, but echo (s the *next* opportunity, trumps or plain suits. W ing to win the trick the ec *more* than three. This is the meaning of the echo nally invented by "Cavendi making it show three in four or more, except whe to win the trick, in which old meaning is adhered to Wheelock adds: "Many holding exactly three trump whether trying to win the t not."

The idea of the play known as th echo was originally suggested by E. Greene, but in the form advoc him found little favor. The wri varied it somewhat, doing away w greatest objection urged against it. The idea is that as the partner of a leader more frequently holds two o trumps than four, it is more impor show the exact number that whether the suit is long or short. this end in view it is proposed in case in which the third hand do have to play a high trump on his ner's original lead, for him to p

ond best, and on the second trick to ow with the third best.—*Milton C. rk* [*L. A. H.*], "*Whist of To-day.*"

his convention, as well as all others, often disregarded by good players en the situation demands it. For inace, it would be manifestly unwise to o with three trumps upon partner's ak lead of that suit; such a play would y impart information which the adver- y would hasten to use to your discom- re. Again, the retention of a high d in your hand as an entry for your ablished suit may be of far more imtance than the mere disclosure of re trumps—in truth, it may be the one y essential to making a great score. a departures, of course, require the eat discrimination and judgment, as l as a superb confidence in the sagac- of your partner and his ability to read situation, for one of the most remote nrences, even among good whist-play- , is that an unconventional play is ng made by a player familiar with ventions, for the purpose of making a at score.—*Beverley W. Smith* [*L. A.*], *timore News*, *1897*.

a March *Whist*, 1895, Mr. H. E. Greene gested an improvement in trump ding. To an honor led it was proposed echo from *three*, play the highest from or two, and *hold* the lowest from *four* ll the third round." Mr. Fisher Ames nce suggested, as a probable improve- it on Mr. Greene's method, that the ner of the trump leader—holding e or more trumps—might play his nd best trump to the first round, and hird best to the second round. Work, is "Whist of To-day," extends the of this echo to cover all cases when hand does not have to try to win rst round. The proposed innova- like most new plays that are from time suggested, work both ways arm and for good. Often they seem ick-winners—in theory—but prove ick-losers in practice. This idea, r, seems to have sufficient merit fy whist-players in closely exam- , and giving it a practical test.— *Hamilton* [*L. A.*], "*Modern Scien- ist.*"

I found it a good thing to show ps to partner, the question was hy not show three also? And the sub-echo was invented. In accomplish the sub-echo, how- s necessary to do away with the signal, or the show of weak- Then another theorist came it with a plan to show three d at the same time keep the signal intact. This plan con- owing four when you only had ded your partner showed five or more by his original lead. When your partner has five trumps, it is unlikely that you will hold four anyway, and if you echo, you show him you have at least three. * * * The latest three-echo consists in partner playing his second lowest trump on first trick, and third lowest on second trick, in every case in which he is not compelled to play a high trump on the original lead. That is to say, you play the same card on first trick whether you have three or four, and you go up on second round if you have only three, and down if you have four. The absence of the small card in the case of three locates it in your hand—*John T. Mitchell* [*L. A.*], "*Duplicate Whist and Modern Leads*," *1897*.

Three-Spot.—The lowest card in whist but one. It is led only as a fourth best in the American leads, and as a penultimate or antepenultimate (or fourth best) in the old leads.

In the Howell (short-suit) system it indicates the long-suit game, with a probable good suit and trump strength. It commands partner to lead trumps if he gets in early. In the New York (Keiley) short-suit system it is one of the cards led from the bottom of long and moderately well supported suits.

Throwing Cards Down.—Should a player be fortunate enough to deal himself thirteen trumps (a rather remote possibility), he would perhaps be justified in laying his cards on the table, and claiming all the tricks without going through the formality of playing the hand. But the ordinary hand at whist should be played out to the end, to save the possibility of a misunderstanding or dispute. The laws of whist require the complete play of the hand, except in cases where all four players throw down their cards. (See, sections 58 and 59, English code; sections 20 and 27, American code.)

Do not throw your cards down, thinking you have won the game; it does not save time, and may result in your having

the cards called to your detriment.—*W. M. Deane* [*L. A.*].

Throwing the Lead.—Playing a card that will compel some other player to take the trick and the lead. It is a very important piece of whist strategy, and especially effective toward the end of the hand.

Suppose you have a very bad hand; no court cards, no long suit, only two or three trumps. It is unlikely that you will ever take a trick or have a lead, but if you do you should try to keep the lead on your *right*, in order that the suits may be led up to your partner, your only hope being that he is strong, and may make some tenaces if led up to, which he could not do if led through.—*R. F. Foster* [*S. O.*].

There is nothing more ingenious in whist than the act of properly throwing the lead. It is in this respect that the player of finesse makes his especial gain. The "moderate player" only sees the trick that could have been surely won, but he does *not* see the *two* tricks afterward made, one of which could not have been obtained if the lead had not been thrown.—*G. W. Pettes* [*L. A. P.*], "*American Whist Illustrated*."

With a wretchedly weak hand, having by any chance obtained the lead, and having no information concerning your partner's strong suit, if the previous play of the adversaries and an inspection of your own hand cannot guide you to it with any satisfactory degree of probability, it would be well to lead from a suit of which you know your right hand opponent [illegible] the best, in order that he may be obliged to open a suit in which your partner may be strong, and will have the advantage of position. Desiring [illegible] yourself it may [illegible] expedient, toward the close [illegible] to drop a trick to your left-[illegible] if he must or probably [illegible] suit. Whenever, at the [illegible] you hold the best and [illegible] best guarded [illegible] having [illegible] eleventh trick. [illegible] *Emory E. Ard-* [illegible] *Whist*.

Tierce.—A sequence of three cards. See, "Sequence.")

Tie. In whist matches, a tie occurs when two or more players, pairs, or teams make exactly the same score. Ties are usua[lly played] off by those who were t[ied] [or by] some other fair method o[f deciding] who is the final winne[r] itself.

"Tiresias."—In his r[...] "The Infernal Marriag[e]" [origi]nally published in the *Ne[w Monthly] Magazine*, in 1834 [...] In[...] votes an interesting c[...] whist. It is entitled, "[...] His Rubber." Of the s[...] told: "*Tiresias* loved [...] It was true that he was [...] then, being a prophet, th[...] signify. *Tiresias*, I say[...] rubber, and was a first-cl[ass] though perhaps given a [...] much to *finesse*."

Top-of-Nothing Lead.-[...] suit play the lead "from t[he top of] nothing" is the lead of a [...] from a short suit, when t[...] worthless for any other [...] than ruffing or leading s[...] cards to partner. In th[...] system the eight, seven, [...] spots are always led from [...] of nothing," and near[ly] from not more than tw[o] queen, jack, ten, and nin[e] led from "top of nothing [...] not absolutely deny the [...] of better cards in the sui[t] as is the case with the thr[...] cards.

In the New York (K[...] tem the jack is always le[d] top of the short suit, the [...] usually led from the to[p] be an intermediate lead [...] is only led as the top of [...] the rest of the small card[s] either as the top of sh[ort] suits, or the bottom of [...] moderately well-supported [...]

Tormey, P. J.—A leading [...] in the cause of good whist

forcible writer on the
ell as the originator of a
important whist im-
s. Mr. Tormey was born
urgh, N. Y., in 1847,
ed his education in the
chools and an academy.
ly age he learned the
ess in his native town,
time thereafter departed
'ork, where he became
with the well-known
ell, Marsh & Gardner,
druggists. From there
Boston, in 1872, accept-
on with a large import-
After fourteen years of
service with this house,
to embark in business
He went to California
l is now one of the lead-
ale merchants in drug-
ries, in San Francisco.
one of the proprietors
Drug Company, which
in San Francisco, Los
id Oakland.
ntly asked Mr. Tormey
st became interested in
his answer is so charac-
we cannot forbear giv-
e. "This question," he
me I am unable to an-
ink it was a birth-mark
Up to about fifteen years
more about whist than
lton, our 'whist queen,'
elock, or even Pole,
r 'Cavendish.' About
had my eye-teeth cut.
d in this way: I was
m the continent, coming
East, and somewhere in
the State of Wyoming,
l by a fellow-traveler if
hist, and if I would be
e up a table. I replied,
glad to.' From boy-
had played whist, and
ation I was at the top
what I didn't know
about the game wasn't worth knowing. We started in to play, and it didn't take a great while for me to learn that my newly-found whist-partner knew nothing of the game. I could not resist the temptation of blowing him up at the end of every deal. He took it good-naturedly, and once or twice he even smiled when I was 'going' for him.

"After it was all over we went to the smoking-room, lit our cigars and entered into conversation about the game we had just finished. The gentleman said to me: 'Mr. Tormey, you seem to like whist; why don't you study it a little?' 'Study! Study whist!!' I remarked. 'Yes,' he answered, as cool as an iceberg, 'I think if you studied the game a little, and practiced a good deal, you would make a fair player.' I must say I was wrathful—I was too hot to answer him. Fortunately, just at that moment the conductor passed through the car, calling out, 'Cheyenne, twenty-five minutes for supper.' I pocketed the affront, and the balance of our trip we were strangers.

"The next winter I was in Boston, and was invited to the Boston Whist Club, and introduced as a whist-player from the far West. We were soon in the midst of the game. A play which I made, and which I knew was right, was looked upon, in my opinion, with suspicion by one of my adversaries. I thought I would teach the man a lesson, and after the deal had been played, I asked my partner (who, I afterward learned, was one of the best players in Boston) what I should have played on the trick in question. I knew, of course, he would name the card I did play; but he didn't, much to my chagrin and annoyance. Not long after this incident, I excused myself from playing any longer, claiming I had

a headache, and I watched the game for the balance of the evening.

"The next day I went to the gentleman's office, and brought up the question of the night before. I asked him how I could tell what card to play and know I was right as well as he could. His answer was very simple. He said: 'Easily enough, if you will study a little.' For a moment I was back in the smoking-room of that car; but my intimate acquaintance with the gentleman was of such a nature that I knew he intended it as an honest answer to my possibly silly question.

"He advised me to buy a whist-book. I was astonished to know such a thing existed. I asked him to give me the name of *it*. He said: 'Get any one; *they* are all good.' I was more surprised to learn that there were several books written on the game.

"I obtained permission to send one of his office boys out, and gave him instructions to 'get me some whist-books; all they had.' The young man hesitated a little, and I assured him I wanted one of each kind to be found in the store. Hesitating again, my friend told him to go and get Mr. Tormey just what he asked for.

"In half an hour he returned, carrying a bundle just about as large as he could lift, and, after wiping the perspiration from his forehead, he took out of his pocket a bill and handed it to me, amounting to sixty five dollars.

"Gentlemen, as a rule, don't spend. I took my medicine good-naturedly, paid the bill, after recovering my breath, and asked to have the books shipped to me by ocean freight, with some goods I had coming around the Horn.

"I think it took me two years to sneak that lot of book home and library witho my wife's suspicions; money well spent. Aft one or two of the books, take me long to fully re did not know the first le whist alphabet. What a it was to me! And, af through the whole sto whist literature, I came conclusion that I had these years on what I h since called 'Fool Hill, that day to this I nev that I was more than a student.

"If any of the rough whist have been polishe chiefly indebted to Nicho Trist, for years a close one of the noblest gentl ever walked the earth; a our little 'whist queen,' Wheelock."

Due allowance, we kn made for the humorous ciation which Mr. Torme in, in the above reminisc tain it is, that whatever of the lesson he learn years ago (and it was would do many others to-day he ranks as one o leaders. He is one of th of the San Francisco Wh large and efficient org and has taken an active the American Whist Lea from its inception, bei one of its directors in widespread interest in L ters taken on the Pacif largely due to his indivi and he has helped to or build up clubs and asso ciations in several plac these being the Pacific W ciation, of which he w president. He was the f ognize and urge the n

ging the formation of
sociations (*q. v.*) under
pices. Of his unselfish
ehalf of the League, at
atherings, much might
Eugene S. Elliott, in
August, 1897, has the
o say concerning his
1 at the seventh annual
"P. J. Tormey, of San
ıpon whose broad shoul-
ork of the tournament
has heretofore largely
cipated a respite from
this occasion, and, in-
een promised that no
be asked of him than
ıen necessary, a broken
is experience and effi-
not to be thus ignored,
ore the fight began he
n his accustomed place
of the tournament com-
ıus he exemplified whist
of the most gilt-edged
t think of it! A man
rather play whist than
ıer comes thousands of
ttend a convention of
rs, and then devotes
assiduously to the task
others comfortable that
ire week of what should
ın outing, he finds him-
close without having
ıgle game, and too tired
one. If there is any
n the League who can
ıful claim to equal self-
s name does not occur

mber of years Mr. Tor-
ntributed articles on the
Whist, and also to some
ıng journals of the Pa-
At present he is editor
ellent whist department
ı Francisco *Call*. He
about two and a half
matter each week, and
bor of love, for he says:
"I have never received a cent for any whist work in my life, and am at liberty to say just what I please in my whist department."

As a close student of the game, Mr. Tormey has from time to time made suggestions and improvements whose value has been recognized by the whist world. In 1893 he formulated what is known as the "fourteen rule" (*q. v.*), as an elaboration of Foster's eleven rule. In January, 1895, he announced the rotary discard (*q. v.*), which is still the subject of much controversy, being strongly condemned by "Cavendish," Foster, and others, but upheld and practiced by some of the very best players in this country.

His improved system of scoring and announcing match-play, adopted by the American Whist League in 1897, earned for him the gratitude of all whist-players taking part. It was something that was sorely needed, in order that the result of the various contests might be made known at once. A full description will be found in the article on "Scoring."

The importance of whist as a scientific study and an art is deeply appreciated by Mr. Tormey, as was shown by an able paper, read before the fourth congress of the League, in which he advocated the study of whist in universities, as something fully as important as the study of dead languages. (See, "Whist in Colleges and Universities.")

While Mr. Tormey is essentially an advocate of the long-suit game and American leads, as exemplified by "Cavendish" and Trist, he is liberally disposed toward all sound play which is conducive to trick-taking. He says: "I don't believe in classifying whist-players as long and short-suiters. When I am the original leader of a deal I find it

necessary sometimes to open a singleton, or from a suit containing two, three, four, five, six, seven, or more cards, always with the express purpose of taking every trick I possibly can, trying the best I know how to combine my hand with my partner's, and playing twenty-six cards against twenty-six." He is among those who advocate the change in the lead of the ten in the system of American leads. (See, "American Leads, Proposed Changes in.") His ideas were set forth in a pamphlet entitled, "Whist Dont's," which he published for free distribution in 1896, and which included also liberal suggestions for forced, or "short-suit," leads as adjuncts to the long-suit game. (See, "Short-Suit Leads, Tormey's.")

Mr Tormey has traveled a good deal, and is reported to have had many amusing experiences in the whist clubs of Vienna, Berlin, and Paris. * * * Although he only claims to be a student of the game, he is nevertheless recognized as an expert.—*Whist* [illegible]

P. J. Tormey, whose ingenious and fertile brain seems to be always evolving some useful contrivance for the greater convenience of whist players, has just brought out a new form of trump card, [illegible] with the Paine whist-trays. They are stiff and well-[illegible]. The pips are large, clear, and [illegible] in two [illegible], and we think the [illegible] in every way, admirable.—*Whist* [illegible]

Tournament.—A whist tournament is a meeting of players for the purpose of competing with one another for championships, or prizes, or both. It may consist of one or more matches between individuals, pairs, teams of four, or clubs. While a match and tournament are sometimes spoken of synonymously, the latter is the broader term. Also sometimes called a tourney.

The most important whist tournament is that connected with the annual congress of the American Whist League, in which [illegible] of all kinds are played [illegible] those for the Hamilton Trophy, Challenge Trophy, the [illegible] Trophy, the Minneapolis Trophy, etc. All match play is in [illegible] of a tournament committee, [illegible] receives the entries, prescribes proper rules, oversees the [illegible] and declares the winners.

Tournée.—At English [illegible] three rubbers are usually [illegible] order that each player [illegible] dummy for a partner once [illegible] three rubbers are called a [illegible]

Tourney.—See, "Tournament."

Tray.—In duplicate whist [illegible] paratus used for holding the [illegible] in such a manner that they [illegible] separate and ready for the [illegible] cate or overplay. The tray [illegible] sometimes also spoken of as [illegible] The first tray was the [illegible] tion of Cassius M. Paine and [illegible] Sebring, and Mr. Payne [illegible] perfected several notable im[illegible] ments in the apparatus.

Until the invention of the [illegible] tray, the playing of duplicate [illegible] considered a more or less [illegible] especially when it was [illegible] to preserve a record of the [illegible] fact, it is questionable [illegible] would have become the [illegible] is today but for that [illegible] *[illegible]*

In Milwaukee they [illegible] movement of the players [illegible] cate whist, and they [illegible] from one table to the other [illegible] often [illegible] them [illegible] [illegible] gested some [illegible] the tray to keep the cards [illegible] separate, and thus the [illegible] hands in the trays was [illegible] and being afterwards [illegible] manufactured by a firm [illegible] Michigan [illegible] *[illegible] Whist and Whist* [illegible]

Treble.—In English [illegible] winners make a treble [illegible]

rubber points) if they win
me before their adversaries
ınything.

'inners gain a treble, or game of
›ints, when their adversaries have
›red.—*Laws of Whist* (*English
ection 8.*

·.—A card containing three
or pips. (See, "Three-
)

k.—The four cards played
utively in any round, taken
rned; one card led and three
›layed to it by second, third,
ırth hands. Each trick taken
six counts one point towards
on the score. In the Ameri-
ame, the side first scoring
points in this manner wins
me. In the English game,
›ints are necessary to win a
and two consecutive games,
› out of three, to win the
. In the English game
› are allowed to look at the
ck turned and quitted, but
› in the American game.
'Quitted;" also, "Taking in
cks.")

cs are made by master cards,
› aces and kings; by taking
age of position or finessing;
ıping, and by establishing
inging in a long suit, there-
ng to low cards a trick-tak-
›wer they do not naturally
. Gains are also made some-
›y refusing to win certain
although such play is dan-
except in the hands of ex-

traight whist the cards of
›und or trick are played pro-
usly toward the centre of
›le, gathered into a packet
winning side, and laid away
wnward, each packet being
in a position overlapping
ceding one, in order to fa-
the count. In duplicate whist the cards are all kept separated, each card during the play being placed directly in front of the player playing it. Upon the completion of the trick each player turns his card face downward; and the best way to keep an accurate and easily-proved count of the tricks is to place the card of each winning trick in a perpendicular position, and the card of each losing trick in a horizontal position. A. G. Safford, in *Whist* for December, 1893, first called attention to the fact that this mode of playing the cards and placing the tricks is also well adapted to straight whist.

Never try to make two tricks when one will suffice.—*Sir William Cusack-Smith* [*L. O.*].

The highest order of play does not always make the most tricks.—*C. D. P. Hamilton* [*L. A.*].

The primary object of the whist-player is to obtain the highest results in tricks, that his hand warrants.—*T. E. Otis* [*L. A.*], *Whist, January, 1896.*

Another instance of what so frequently occurs at whist—that a player endeavors to make more tricks than are necessary to win the game.—*R. A. Proctor* [*L. O.*].

Avoid such unwarrantable mistakes as making up the tricks in such a slovenly manner that neither yourself nor your partner can observe how the hand stands. —*W. M. Deane* [*L. A+*].

Place the tricks taken overlapping each other, so that you and your partner can tell at a glance just how many you have. The play may depend upon this in critical junctures. It is a convenient arrangement for one partner to take in the tricks and the other to keep the score.—*Fisher Ames* [*L. A.*], "*Practical Guide to Whist.*"

It is not brilliant play that wins tricks so much as it is bad tactics that loses them. After the first half of the finals for the championship in 1894, I asked Mr. H. Trumbull, captain of the winning team, what he thought of his chances. "I think they will drop more tricks than we shall," he replied.—*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

The most astonishing feature of whist is the immense variety that may arise out of a very simple elementary structure. It is really one of the simplest card games known, consisting merely in "making

tricks," according to certain conditions which a child may learn in a few minutes. And yet how to do this in the most advantageous way is a problem that has occupied the most powerful minds for centuries.—*William Pole* [*L. A.*], "*Evolution of Whist.*"

Trick-Losing Leads. — Every new lead or variation in whist is subjected to a crucial test by experts, and that test is whether it is a trick-loser or winner. As a natural consequence there is generally a diversity of opinion, although in the long run the majority usually settles the question one way or another. Many leads that were considered by their advocates as positive trick-winners have been subsequently abandoned. Such was the well-known Pettes lead of the nine from king, jack, nine, which found favor for a time. As it necessitated the lead of the ace from ace, queen, ten, nine, and ace, jack, ten, nine (distinctly trick-losing plays), and as it gave too much information to the adversaries, it was, in the opinion of Milton C. Work and other distinguished authorities, "the most unsound lead that had ever attained any considerable notoriety."

Other trick-losing leads are: The lead from ace and king without any small cards, which conflicts with American leads, and frequently enables the adversaries to establish their suit; the lead of the king or ace from ace, king, jack, and then jumping the suit for the finesse, a play which Mr. Work considers unsound, unless in trumps under favorable circumstances; finally, the lead of a low card of a long plain suit, and then a singleton, in the hope of obtaining a ruff—a foxy proceeding which may produce a gain, but which is apt to sacrifice a force card in partner's hand, and give the adversaries important information, which they can use with great effect.

Trick-Taking Value of Cards. The first writer on whist to make systematic inquiry into the comparative trick-taking value of various cards was R. F. Foster and his views are given at length in the Rochester (N. Y.) *Democrat and Express*, beginning with the issue for October 31, 1896. Mr Foster argues that "the object in whist play is to take tricks, and the tricks are taken with the cards; therefore, these cards must have a certain trick-taking value, and as some cards will win other cards there must be a great difference in their value, some being absolutely certain to win tricks, such as the ace of trumps; while others are almost worthless, such as the small cards in plain suits. Between these two extremes there is a graduated scale of values which every whist player should know, in order that he may be able to judge of the strength or weakness of his hand."

After considering the trick-taking value of each card in plain suits and in trumps, he also considers the trick-taking value of certain cards in combination with other cards. He says: "In every deal the whole fifty-two cards are distributed among the players, but only one-fourth of these cards can take tricks, because there are only thirteen tricks to be taken. It has been found, by careful examination of many hundreds of hands, that an average of six and one quarter tricks in every deal fall to the trumps. Of these at least four must do so as a matter of course, because at least one player must hold four trumps every deal. This leaves nine tricks to be won with the remaining or scattering trumps and the plain suits, which is an average of two and one-quarter tricks to each suit."

Triple-Dummy."—Whist, or
ged whist, as played by persons
surreptitiously obtain informa-
concerning the other hands at
ole. So called because a player
his kind is humorously sup-
d to have before him three
my hands.

en there is the player whose eyes are
ound the table, who is humorously
to play triple-dummy, and who
s wonderful and successful finesses.
e known two triple-dummy players
t as partners against an unsuspect-
youth and an "old soldier." The
-dummy players had had a lengthy
ction of the youth's hand, when the
soldier" rather astonished them by
g, "Partner, you had better show
our hand, as both the adversaries
seen it."—"*Cavendish*" [*L. A.*],
d-Table Talk."

ist, Nicholas Browse.—One
ie foremost names in recent
t history is that of Nicholas
rse Trist, inventor (with "Cav-
sh") of the system of American
s. Although he has published
book on the game, and his
ings have been confined to the
azines and other periodicals of
lay, his name is a familiar one
rever whist is played.

r. Trist was born in Louisiana,
ch 30, 1835. His grandfather
only son of an English officer
came to America with his reg-
it before the Revolutionary
and married a Philadelphia
was appointed the first collec-
of the port of New Orleans by
ident Jefferson. His eldest son
Trist's father's only brother)
ied Jefferson's granddaughter,
negotiated the treaty of Gua-
upe-Hidalgo at the close of the
ican war. Mr. Trist himself
ved his education in this coun-
nd in Germany. He studied
and was admitted to the bar in
, but soon afterwards became a
r-planter on the Atchafulaya
, in his native State. After
the war of secession (during which he served in the ordnance department, C. S. A., with the rank of captain of artillery) he resumed the practice of law, in which he is still engaged.

He began the study of whist about the year 1867, with some friends whom he interested in the game, and who turned out some fine players, among them L. A. Bringier (a maternal uncle), N. P. Trist (his brother), W. J. Hare, and J. M. Kennedy, all natives of Louisiana. "Cavendish," Clay, and Pole were their guides and favorite authorities. In 1881 Mr. Trist sent to "Cavendish" a whist position from actual play, which was duly published in the *Field*, and this led to an acquaintance that was destined to have an important influence on the game.

While the system of American leads, with which Mr. Trist's name is inseparably connected, had its inception in numerous improvements and conventions all tending to establish a better code of communication between partners and the playing of both hands as one, to him belongs the chief credit of rounding out the whole structure by a series of master-strokes of whist philosophy. He it was who put the cap-sheaf upon what is familiarly known as the modern signaling game. Intimately associated with him in his labors, advising, weighing, discussing, suggesting, was "Cavendish," and it is a curious fact that upon several important occasions the very same ideas occurred to both, and a still more curious fact that each thereupon contended that the other was entitled to the first credit.

"Cavendish" had been many years in the field prior to this, and had made a number of suggestions tending unconsciously in the direc-

tion of American leads. Among these were his protective discard from strength, his echo to the trump signal, his penultimate lead, and his changes in the leads from several high-card combinations for unblocking purposes. Another forerunner of American leads belonging to this period was Drayson's antepenultimate lead; but, as "Cavendish" himself puts it, in his article on whist in the "Encyclopedia Britannica," "it yet remained for some one to propound a constant method of treating all leads, and to classify the isolated rules so as to render it possible to lay down general principles. This was accomplished in 1883–'84, by Nicholas Browse Trist, of New Orleans, U. S. A.; and hence the method of leading reduced to form by him is known as the American leads."

One of the general principles which Mr. Trist developed was that of invariably and accurately showing number as well as character in suit, by means of variations in the leads of high indifferent cards. As early as the time of Hoyle it was customary to show more than four in suit in the leader's hand by means of cards led in a certain manner from high-card combinations. "Cavendish" added several more such leads by means of his improvements in unblocking. Mr. Trist added still another combination to the list, in July, 1883, that of king, jack, ten, stating that in suits headed by these cards it was his custom to lead the ten, and, the queen being forced out, to follow with the king in order to show five or more in suit. "Up to this time," says "Cavendish," "it does not seem to have occurred to any one that information of number might be conveyed to partner by selecting one rather than the other of these two indifferent cards. Whe is out, king and knave beco different so far as trick-ma concerned." (*Scribner's zine*, November, 18[illegible] after nearly another year of upon the subject, Mr. Tris an article for the *Field* in w showed that the idea was tible of being carried st He thereupon formulated t generally accepted rule c the whole subject, and wi subsequently made to rea lows: "When you rem two high indifferent cards, higher if you opened a suit the lower if you opened more than four." "Cav in his account of the American leads (on page volume), fell into an error to the above, which Mr. our request, corrects as "The use of high indiffer to show number was not by 'Cavendish,' and no his on the subject cross When he wrote his article ory did not serve him. that he had, independent suggested one of the m American leads, but wrong one. It was in reg fourth best that our letter each other. 'Cavendish,' elaborated the high indif system, and afterwards the leads which we had extended to the third roun

Perhaps the most distin characteristic feature of leads is the fourth-best which was embodied in t maxim, as follows: "W open a strong suit with a lead the fourth best." In at this admirable generaliz are assured by "Cavendis Mr. Trist was undoubtedly but the latter, as quoted ab

another letter which lies us as we write, declares: ndish' suggested the fourth- d independently of me, our on the subject crossing ther. Therefore, he is en-) full credit for introducing l." With all the desire in ld to give each his just due detract from the efforts of , we believe that the fourth rly belongs to Mr. Trist, on timony of "Cavendish." always establishes the an invention or discovery. in this case each indepen- rrived at about the same con- , it is asserted on the one nd not denied on the other, . Trist was first in point of en though his letter crossed his able co-worker.

principle of the fourth best like the principle of vary- leads from high indifferent as a thing of gradual devel- , or evolution, as Dr. Pole say. Its first distinct and ly accepted manifestations d of "Cavendish's" penul- lead from five, and Dray- ntepenultimate lead from it while these were counted ie bottom of the suit, Mr. rule simplified matters by g from the top and cover- ls from all suits of four or He treated every long suit with a low card as if it con- four cards only, and invari- owed by the lead of the est three cards higher than led. So admirable has this ization been found that it is ised even by the advocates old leads who reject the rest American leads and kindred tions with scorn. Further is, it is adopted in the lead ps even by the most radical iters.

The third maxim of American leads was formulated after consultation and due discussion between Trist and "Cavendish," as follows: "When you open a strong suit with a high card, and next lead a low card, lead the original fourth best." Mr. Trist adheres to this to-day, as do the majority of players, but "Cavendish" subsequently declared in favor of leading the fourth best of those remaining in hand, and this is the only point of any importance upon which the two are unable to agree.

Mr. Trist also invented and introduced the sub-echo (*q. v.*) into the game, at New Orleans, in 1884. It was a natural sequel to the echo, and still holds its own to-day, although other modes of showing three trumps have since found favor as well. As already intimated, his contributions to whist literature have been confined to his articles in *Harper's Magazine*, the London *Field*, the *Spirit of the South*, the Chicago *Inter-Ocean*, *Whist*, and a paper on "American Whist Developments" in *Harper's Weekly* for July 4, 1896. In one of his articles in the *Inter-Ocean*, he made a suggestion which has had an important bearing on whist-play ever since, and that was to use not only the ace and king, as then practiced, but all equal high cards at top of suit, to echo on partner's lead of trumps. He swept away the then existing objection of the high card —when the trick is taken by the adversary—denying the next lowest, by simply extending the inference in the trump suit, that partner might hold the next lowest as well as the next highest, when playing third hand to your lead of trumps.

Mr. Trist took an active part in the work of the American Whist League from its inception. Al-

though unable to attend the first congress, at Milwaukee, in 1891, he communicated his views in a letter which had great weight in shaping the policy of the organization. He was for several years one of the directors of the League, and was a member of the committee which revised the whist laws at the third congress, in which line of work his fine legal talent found ample scope. The League, in recognition of his services in the cause of modern scientific whist, elected him an honorary member, April 17, 1891. (See, also, "American Leads," and "Fourth Best.")

In reply to a request for his opinion on the changes in the American leads, which have been adopted by many first-class players (see, "American Leads, Proposed Changes in," and "Hamilton Leads"), Mr. Trist said, on October 2, 1897: "I am still of the opinion that the ten-lead from king, jack, ten, is a much better one than the fourth best, excepting from four trumps, when the lead of the small card is generally preferable; therefore I adhere to the old queen-leads, which do not bother me a bit on account of their dual signification. I also prefer the present lead of jack from ace, king, queen, jack, five or more, to the queen as proposed, because it possesses the considerable advantage of keeping the adversaries in the dark as to the position of the ace, if jack takes the trick—presuming, of course, that if either of them held the ace he would have taken the trick—whilst if jack denies the ace it must be in third hand, a fact which it is better the opponents should not know."

Mr. Trist is a whist-player of fine skill and reputation, and was among the first in this country to introduce duplicate whist at his club as a means of determining the personal skill of players. (See, "[illegible] plicate Whist, History of.") [illegible] incident occurred in the N[illegible] Orleans Chess, Checker, [illegible] Whist Club, in 1882. The defea[illegible] players in the annual tournam[illegible] having complained of their [illegible] luck in holding poor cards, [illegible] Trist and three others of the [illegible] torious side issued a challenge [illegible] a match, in which the luck of ca[illegible] should be entirely eliminated, [illegible] this proposal being accepted, th[illegible] again proved their superiority.

C. S. Boutcher, in his "Wh[illegible] Sketches," states that Mr. Tr[illegible] played whist frequently with [illegible] celebrated chess champions, Ste[illegible] itz and Zuckertort, who have [illegible] different times visited New [illegible] leans under engagements with [illegible] Chess and Whist Club, and w[illegible] finished, under the auspices of [illegible] club, their great match for [illegible] chess championship of the wo[illegible] They were both devoted to wh[illegible] and it was amusing to see with w[illegible] eagerness they would hasten to [illegible] card-room for a rubber, whene[illegible] their chess engagements perm[illegible] them to do so. They appeared [illegible] to be well-grounded in the ru[illegible] play, but soon showed consider[illegible] improvement in that respect [illegible] practicing with the best [illegible] the club, and, as they had [illegible] tive memories, they played [illegible] well by the time of their depart[illegible] Steinitz at one time gave an ex[illegible] bition of his blindfold play [illegible] varied the usual performance [illegible] playing a hand at whist, at [illegible] vals of about ten minutes, to [illegible] that he could turn his attention [illegible] other matters without losing [illegible] thread of the various combinat[illegible] of the seven games which he w[illegible] carrying on simultaneously. M[illegible] Trist was his partner in this [illegible] exhibition, and testifies to the eff[illegible] that Steinitz's play of the ca[illegible]

ry accurate, considering the at he was carrying in some of his mind the pictures of chess-boards with the men, d or scattered thereon in an e variety.

matter of historic interest, we leasure in reproducing here- hand which Messrs. Trist mes ("Cavendish") played er at the sixth annual con- of the American Whist e, at Manhattan Beach. They artners against W. H. Whit- d Robert H. Weems. One feature about the hand is ndish's" lead of the king of at trick seven, and this has ned some criticism. The hearts was trumps, and west Trist) led:

West. *Trist.*	North. *Whitf.*	East. *"Cav."*	South. *Weems.*
Q	♡ A	♡ 3	♡ 5
6	♣ K	♣ 8	♣ 3
2	♣ A	♣ Q	♣ 4
A ♢	2 ♢	8 ♢	K ♢
10	♡ 2	♡ 7	♡ 8
9 ♢	4 ♢	Q ♢	7 ♢
4	5 ♢	♡ K	2 ♠
K ♠	4 ♠	3 ♠	6 ♠
J ♠	5 ♠	8 ♠	A ♠
6	♣ 9	3 ♢	♣ 5
7 ♠	6 ♢	Q ♠	10 ♠
9	♣ J	9 ♠	♣ 7
J	J ♢	10 ♢	♣ 10

Score: N-S, 4; E-W, 9.

ad forgotten all about the ' writes Mr. Trist, in reply to quiry, "until I saw it pub- in *Whist*. I remembered hat Tormey got us to play a reminiscence of our meeting. I do not recollect whether 'Cavendish's' lead of king of trumps at trick seven was discussed at the time. It may perhaps be accounted for in this way: When I stopped leading trumps at trick six (knowing that he held the king), he may have reasoned thus: 'Trist either has all the remaining trumps, or he has all but one, and in the latter case, he is trying to give me the opportunity to make my king on a ruff, and then extract the other trumps from the adversary. As I am not short in any suit except clubs, and he has none (or else he would have forced me in that suit), I had better extract the adversary's possible trump, rather than give him a chance to ruff the spade suit in case he had only five trumps originally.' My call in trumps on tricks two and three was intended to show five trumps, at least, as the queen-lead does not necessarily indicate that number until followed by the ten. If I had had the opportunity to follow with the ten of trumps before the club suit was opened by the adversary, I would consider my call as indicating six trumps at least."

Mr. Trist had previously played with "Cavendish" at the third congress, at Chicago. He says: "After the adjournment of the Brooklyn congress, 'Cavendish,' Tormey, Weems, and I played for several hours in search of an interesting hand, but unsuccessfully."

Trophy.—A formally designed prize, or memento, indicative of victory, which is contested for at whist by individuals, pairs, teams of four, or any larger number of players. Some trophies immediately become the property of the winners; some must be won a number of times in succession before becoming permanent property, and

some can be won and held only for a year. To the latter belong the Hamilton (championship for teams of four) and Minneapolis (championship pair) trophies of the American Whist League. Its Challenge Trophy (for teams of four) must be won twenty times before permanent possession is given. The first Challenge Trophy was thus won by the celebrated Hamilton team, and a new trophy was thereupon purchased by the League. It is contested for at each annual congress, as well as in the interim between congresses. The Brooklyn Trophy of the League is contested for, in a like manner, by teams from auxiliary associations, but cannot be won permanently.

Of the trophies of the Woman's Whist League, the Washington Trophy (championship for teams of four) and the Philadelphia Cup (championship pair) are contested for annually, and each must be won three times before permanent possession is given. The Andrews Shields (constituting the challenge trophy of the League) are held subject to challenge during the year, and must be won twelve times before they become the property of the winners.

The rules for trophy-play at the various congresses are announced in advance each year, and also published in the annual proceedings. They vary but little each year, although recommendations for radical changes in the Hamilton and Challenge trophies of the American Whist League have been frequently made and discussed.

The [illegible] arrangement of the annual [illegible] national [illegible] American Whist League [illegible] seems to me generally [illegible] The [illegible] upon physical [illegible] It is a mistake to allow any and every team to enter, regardless of their previous record. [illegible] contests should be truly representa[illegible] and should mean much more than [illegible] do. Some time ago I suggested, and [illegible] venture to repeat the suggestion, [illegible] representative teams be selected [illegible] series of competitive tournaments [illegible] each local association or subdivision [illegible] the League, to represent and contest [illegible] their respective associations in the [illegible] tional contest. A series of tournam[illegible] should be held monthly, with [illegible] prizes, etc., in each association with [illegible] three final contests for the leading tea[illegible] the final victors to be entitled to [illegible] in the national tournament for the [illegible] tional trophy. A small fee should [illegible] charged, or assessments made in such [illegible] way as to provide the whole or a portion of the expense of the team in attending the annual tournament. As it now [illegible] many good teams from a distance give [illegible] all idea of competing, as they cannot afford to attend. The details of such a plan could be easily arranged. It would greatly [illegible] crease the interest in the local associations, and in the national League [illegible] The contesting teams would thus be [illegible] ited in number, and could play and [illegible] the games on merit. Opportunity would be given for several rounds with each other, and the result would mean [illegible] much more than it does now. All [illegible] other features of the congress and tournament would be as attractive as ever [illegible] perhaps more so, by the liberation [illegible] the principal contest of teams who [illegible] find more amusement and profit in [illegible] lesser contests. Why cannot this [illegible] be tried for the perpetual trophy [illegible] *Amer. [L. A.], Whist, October, [illegible]*

True Cards.—Cards which [illegible] played according to rule, and [illegible] not deceive; the opposite of fa[illegible] cards.

Trump, Ace, nor Court Card. See, "New Deal, Not Entitled to a[illegible]

Trump Attack. — The origin[illegible] lead of trumps. In the long-[illegible] game this is the play of the [illegible] strong hand. In the Howell [illegible] suit system the trump attack mea[illegible] (1) a strong all-around hand, [illegible] gardless of the number of trumps; (2) five or more trumps (or [illegible] very good ones), and one [illegible] plain suit; or (3) just five trumps and no four-card suit.

ımp - Card. — The last card by the dealer, and turned face rd on the table by him. It d be placed slightly to his

In duplicate whist it is usuplaced on the tray in the e of the table.

e word trump is a corruption umph. It was first applied to d game which preceded and some resemblance to whist. erm finally came to mean the f cards (or one of the cards) ı has a superior or commandalue in taking tricks.

n you deal, put the trump turned the right of all your trumps, and it as long as you can, that your r may, knowing that you have that left, play accordingly.—*Edmond* [*O.*], "*Treatise on Whist.*"

he English code, if the trump-card on the table after the first trick is l and quitted, it is liable to be

By the American code, if the -card be left on the table after the trick is turned and quitted, it is to be called (law 18). This is an ortant difference.—*A. W. Drayson* +], "*Whist Laws and Whist Deci-*

dealer ought to leave in view upon ole his trump-card, till it is his turn r; and after he has mixed it up with rds, nobody is entitled to demand card is turned, but may ask what mps. This consequence attends law, that the dealer cannot name ıg card which otherwise he might one.—*Edmond Hoyle* [*O.*], "*Treatise hist.*"

dealer must leave the trump-card owards on the table until it is his play to the first trick; if it is left table until after the second trick en turned and quitted, it is liable alled. After it has been lawfully up, it must not be named, and player naming it is liable to his highest or his lowest trump by either adversary. A player owever, ask what the trump-suit *ws of Whist* (*American Code*), *Sec-*

dealer, when it is his turn to play first trick, should take the trumpnto his hand; if left on the table he first trick be turned and quitted, ible to be called; his partner may r time remind him of the liability. he dealer has taken the trump-card into his hand it cannot be asked for; a player naming it at any time during the play of that hand, is liable to have his highest or lowest trump called. If the dealer take the trump-card into his hand before it is his turn to play, he may be desired to lay it upon the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump-card be produced. If the dealer declare himself unable to recollect the trump-card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played: the call may be repeated, but not changed—*i. e.*, from highest to lowest, or *vice versa*—until such card is played.—*Laws of Whist* (*English Code*), *Sections 52-55.*

"Trump, Jr., A."—A pseudonym of William Pembroke Fetridge, an English writer on whist, who published "The Laws and Regulations of Short Whist" (London and Paris, 1882; New York, 1888).

This work is remarkable for a long preface on the point whether a player can, with freedom from all penalty, show his entire hand to the other three persons at the table, provided that he retains them in his hand in one group, and does not detach any card from the rest.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Trump, Turning, from a Still Pack.—For many years prior to the organization of the American Whist League, it was the custom in the Milwaukee Whist Club to turn the trump from a still pack—*i. e.*, from a pack not in play. This was equivalent to the method of declaring trump for a series or sitting, at duplicate whist, for in each case the dealer, on the one hand, loses the advantage of holding the extra trump, and the other players forego the advantage of knowing the value of one of his trumps and shaping their play accordingly. The practice of turning the trump from the still pack is an old one, and is a feature of "Prussian whist." It is said to have originated with a Welsh baronet, ac-

cording to Southey, who mentions it in his "Letters of Espriella."

Although the laws of the American Whist League do not permit the turning of trump from the still pack, and the practice is abandoned in League clubs, many players in this country favor the practice of declaring trump (which is made optional under the code in single-table duplicate whist). Players outside of the League games frequently make use of the declared trump in all kinds of whist. (See, "Declared Trump," and "National Trump.")

The League laws governing duplicate play prescribe that the trump shall be turned, and that is an end of the argument. But it is still an open question whether the laws would not be improved by amending them so as to leave the method of making the trump to the discretion of the clubs. —*Cassius M. Paine* [*L. A.*], *Whist, December, 1895.*

A year or two before the first congress, whilst playing whist in the rooms of the Milwaukee Whist Club, I invariably, from force of habit, turned the trump from the live pack. The custom of the club, as is well known, was to turn the trump from the still pack. I asked some of the members of the club who originated this custom and how it came about. No one could give me any definite information. I was told, however, that such had been the practice for many years previous. I inquired the reason for it. They said they believed no card should be exposed except in the regular course of play. I had supposed Mr. Rh[illegible] brought the custom over with him from France, because a French treatise mentions that it was practiced in certain localities in France. I was informed, however, that Mr. R[illegible] was at first opposed to it, and it was fully a year after joining their club before he adhered to the custom. After [illegible] he was its ardent advocate.— [illegible]

Trumping a Doubtful Trick.—When you are second hand and have none of the suit led, the question often arises, "Shall I trump it?" If the trick is really a doubtful one you should trump it if weak in trumps, but pass it if strong in trumps. (See, "Doubtful Trick.")

Trumping In.—Trumping a [illegible] in a trick in which you are not last player; usually applied to [illegible] ond hand trumping a doub[illegible] trick.

Trump-Lead, Original.—[illegible] first lead of trumps made b[illegible] player during the play of a ha[illegible] The best players will make th[illegible] original, or opening, lead of [illegible] hand from trumps when posses[illegible] of great strength in them. Th[illegible] will also make an original lead [illegible] trumps when possessing o[illegible] whelming strength in plain su[illegible] The strength of the hand alw[illegible] determines the trump attack.

A lead from six trumps is alw[illegible] justifiable, but other things m[illegible] be taken into consideration wh[illegible] leading from a smaller numb[illegible] Many good players nearly alw[illegible] lead from five. A lead from f[illegible] trumps must be made with cauti[illegible] They may generally be led wh[illegible] holding two honors and plain-[illegible] strength. Advanced players [illegible] lead from four, when holding th[illegible] high trump cards in sequen[illegible] when partner has shown tru[illegible] strength and there is no chance [illegible] a ruff; or when the player [illegible] partner have an established pl[illegible] suit, and the adversaries have [illegible] shown trump strength, althou[illegible] having had the opportunity to [illegible] so.

Original trump leads are made [illegible] the same manner as leads [illegible] plain suits in the system of Ame[illegible] can leads, whenever the trump [illegible] contains at least three honors [illegible] ten with two honors, or any se[illegible] cards. Otherwise the fourth-b[illegible] trump is led.

The American leads are now e[illegible] ployed in leading trumps by wh[illegible] players of all schools, includ[illegible] adherents of the old leads and [illegible] vocates of the short-suit ga[illegible]

also, "Special Trump-
.")

l trumps from a strong hand, but from a weak one. By which means ill secure your good cards from trumped.—*William Payne* [*L. O.*], *t Maxims*," *1770.*

es not follow that because a player many trumps he should lead a . It may or may not be best. * * * ier plan of *always* leading trumps ve is obsolete.—*G. W. Pelles* [*L. A. merican Whist Illustrated*," *1896.*

a sign of weak play if you first lead ur winning cards, and then lead s; it shows ignorance of the princi- the game. If it was advisable to umps at all it should be done be- e led out your winning cards.—*inster Papers* [*L+O.*].

advanced player knows that in hands leading trumps from five is xpensive, and that he is not bound hard and fast rule on the subject, ust exercise his best judgment in ig what to do.—*Milton C. Work H.*], "*Whist of To-day.*"

selection of card, when a trump riginally, is the same as in plain ubject to one variation when lead- om knave, ten, nine, etc. It may slightly varied in consequence of ue of the turn-up card.—"*Caven- L. A.*], "*Whist Developments*," *1891.*

s been recommended by some writ- whist that you should always lead p if you hold five; with this recom- tion I cannot agree. If you hold would almost always be right to ie, but with five it is a more doubt- ceeding.—*A. W. Drayson* [*L+A+*], *rt of Practical Whist.*"

e players always lead trumps from I have known very good players ade it a rule to lead trumps from two only when they had a very or hand, and *all* suits well pro- * * * Many players, who have onfidence in their skill in the man- nt of plain suits, will always lead umps first, if opposed to very weak s. It is entirely a matter of judg- depending upon the score, the rest r hand, the turn-up trump, and atters.—*R. F. Foster* [*S. O.*].

ad from *five* trumps does not neces- indicate any *good* suit. A lead from rumps (unless on the initial lead) es protection *in all* suits; that is, k at least in each suit. A lead from rumps requires *not only protection suits*, but *great strength* in at least lead from two trumps requires *trength in every suit.* A lead from one trump requires *overwhelming strength in every suit.* The *weaker* the trump-lead the *stronger* the plain suit must be.—*Kate Wheelock* [*L. A.*], "*Whist Rules.*"

It was formerly the practice very materially to vary the leads in the trump suits, but this has lately gone out of fashion. The only material difference is when trumps are not led for the purpose of exhausting them, but simply as the best suit. In such cases it is usually best not to lead a high card unless you have three honors, or at least seven trumps. There is one important exception to this, and that is the combination of king, queen, ten, and others, from which the high card should always be led.—*R. F. Foster* [*S. O.*], "*Whist Tactics*," *1896.*

If you hold five trumps, lead them; if they contain an honor, call for them. If your partner leads trumps it is imperative that you return them the first opportunity. If he calls for them, you must lead them for him as early as you can; if you hold three or less, play out your best; if more than three, your lowest. Do not force your partner if he has shown strength in trumps, or if (being in ignorance of this) you are weak in them yourself. But force a strong adverse trump hand whenever you can. Do not trump a doubtful trick second hand if you have four or more trumps; if you have less, do so.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Trump Management.—A very important branch of whist strategy. It has aptly been said that trumps are the artillery of whist-play. How to use them to the best advantage is the all-important question, which all text-books on the game try to answer, but which, in addition thereto, every player must answer for himself by means of knowledge gained from practical experience. The most obvious and simple plan is to so manage your trumps as to draw all those of the adversaries and bring in your own suit. This depends, however, upon several important considerations: (1) Strength in trumps. (2) Strength in the rest of your hand. Also, sometimes, later in the play, on ascertained strength in partner's hand, etc. While the management of trumps is a comparatively easy

matter when holding a normal or strong hand, with many hands not so fortunately distributed the original leader will find it very difficult to decide upon the best course. This must, however, be quickly done, after surveying the cards and before one is led. Individual judgment, backed by rules as far as they can be made to apply, and by the experience and advice of expert players in similar situations, must govern his action.

The management of trumps is, perhaps, the most difficult of the problems presented to the whist-player.—"*Cavendish*" [*L. A.*].

The fine points occurring in a hand at whist cannot be provided for by set rules, but must be met by the ingenuity and originality of the player. There is no test of skill so absolute as the aptitude displayed by the player in handling his trumps. The whist-player must select the proper moment for a trump-lead. A trick too soon or a round too late may ruin a great game. The correct management of trumps is by far the most difficult thing in whist strategy, and few players ever become proficient in this regard.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Take, for instance, the management of trumps, which was, under the old forms, a great stumbling-block to ill-educated players. It is obvious that the chief obstacle to making long suits is their being ruffed, and that the advantage will be with that party who, having predominant numerical strength in trumps, can succeed in drawing those of the adversaries. Five trumps are generally sufficient for the purpose; and hence the rule that if you hold this number, or more, you should lead them. Three or four leads will usually disarm both opponents, and you will still have one or more left to bring in your own or your partner's long suit and stop those of the enemy.—*William Pole* [*L. A.*], "*Evolution of Whist.*"

The writer recently had the pleasure of quite a long talk with a man who had been intimate with Deschapelles' old partner in Paris, and gathered from him that the chief strength of Deschapelles' game lay in his adroit management of the trump suit. Upon first taking up his hand he would study its possibilities, and glance at the score to see what he had to hope or fear. If he thought his hand would be better if there were no trumps to interfere with it, he would lead trumps. If he thought, on the other hand, that his trumps would be necessary for [illegible] tection, he would lead a plain [illegible] his partner followed the same [illegible] it was Deschapelles' custom, [illegible] was not the original leader to [illegible] play by the indications given [illegible] ner's opening. If his partner led [illegible] Deschapelles made every effort [illegible] him in getting them out, but if [illegible] ner did not lead trumps Desch[illegible] would require unusual strength [illegible] own hand to justify him in running [illegible] ter to his partner's game, and as [illegible] eral thing he would be very slow [illegible] his partner's trumps, and very pro[illegible] stop the adversaries from exha[illegible] them.—*R. F. Foster* [*S. O.*], *New Sun, December 26, 1897.*

Trump-Showing Leads.—[illegible] inal leads, based upon a mut[illegible] understood code, by means of [illegible] the original leader shows the [illegible] ber of trumps held by him. [illegible] first system of this kind seem [illegible] have been employed by the tea[illegible] the Capital Bicycle Club, of W[illegible] ington, D. C., who used the [illegible] lar (old style) leads for the [illegible] hand, but led ace from ace, [illegible] and others; and queen from [illegible] queen, and others, to show [illegible] in trumps, but not enough to [illegible] them. A more elaborate sy[illegible] was devised by Milton C. W[illegible] and published by him in [illegible] 1894, in a small pamphlet, ent[illegible] "New Whist Ideas."

The theory of this system [illegible] show by the high card of a [illegible] suit the number of trumps in [illegible] instead of, as under the Ame[illegible] leads, the number and charact[illegible] the suit led. It makes no cha[illegible] however, in the American sy[illegible] of trump-leads. The lead [illegible] king, jack, or irregular ca[illegible] made at once to show the pres[illegible] of four or more trumps in the [illegible] er's hand. The lead of a q[illegible] shows less than four trumps. [illegible] lead of the ace also shows less [illegible] four trumps, unless followed [illegible] jack or the lowest of the suit. [illegible] following table sums up the co[illegible] its entirety:

Holding.	With Short Trumps.		With Long Trumps.	
	Original lead.	Followed by	Original lead.	Followed by
ng, queen, jack	Queen.	King.	King.	Queen.
ng, queen, jack, and one or e others	Queen.	Jack.	King.	Jack.
ıg, queen, and one other . . .	Queen.	Ace.	King.	Queen.
ng, queen, and two or more :rs	Queen.	King.	King.	Queen.
ng, and others	Ace.	King.	King.	Ace.
ieen, jack, and one or more :rs	Ace.	Queen.	Ace.	Jack.
l four others	Ace.	4th best.	4th best.	Ace.
l more than four others . . .	Ace.	4th best.	Ace.	Lowest.
ueen, jack, ten	Ten.	Queen.	King.	Ten.
jueen, jack, ten, and one or e others	Ten.	Jack.	Jack.	King.
ueen, jack, and one other . .	Queen.	King.	King.	Jack.
ueen, jack, and two or more :rs	Queen.	King.	Jack.	King.
ueen, and others	Queen.		King.	
ack, ten, and one or more :rs	Ten.		Jack.	
jack, ten, and one other . . .	Queen.	Jack.	Jack.	Queen.
jack, ten, and two or more :rs	Queen.	Ten.	Jack.	Ten.
en, nine, and one or more :rs	4th best.		Jack.	

Length in trumps may also be shown by the lead of an irregular card.

:r arrangements were as fol- (1) Having shown short s, a trump signal subsequently shows exactly three; a refu- signal shows not more than (2) Having shown long s, an echo subsequently made five or more; a refusal to ows exactly four. (3) Hav- own short trumps, ruffing n eight or under, and subse- y playing the smaller trump, one or more; ruffing with a trump, and subsequently g a larger one, not above an shows no more. (4) Having long trumps, ruffing with a ', and subsequently playing r, shows five or more; ruffing, bsequently playing a higher, exactly four. (5) Not hav- either short or long trumps, ruffing with a higher, and subse- quently playing a lower, shows at least one more; ruffing with a small trump, and subsequently playing a larger one, not above an eight, shows no more.

The system received a partial test in 1894, at the fourth congress of the American Whist League, when it was used by Mr. Work's team (the Hamiltons) in the match for the championship. The team remained in until the final round, when it was defeated by Chicago.

The system did not meet with general adoption, the main objec- tion urged against it being that it gives too much information; that the knowledge whether a hand is weak or strong in trumps is very often more advantageous to the ad- versaries than to partner, especially

when the adversaries are as keen players as those employing the system. We have said nothing about the ease or difficulty of learning the system. On this point Foster, who opposed it with might and main, sagely remarks in the New York *Sun* of December 19, 1897: "There is no evidence that any member of the Hamilton team was laid up with paresis after playing this system through three long trial matches, a semi-final, and a final, which is certainly a remarkable evidence of the intellectual staying powers of the team." Mr. Work subsequently changed the system to "optional trump-showing leads" (*q. v.*). To do this he took the old leads as a standard, and had it understood that when the leader departed from the old leads he showed trump strength. Mr. Work and his team did not continue to play the system, however, preferring American leads, with Hamilton modifications.

The Walbrook team, of Baltimore, in the winter of 1897–'98 were playing a mixed system, in which trump-showing leads also figured. Their chief peculiarity lay in leading the lowest card of a plain suit when holding less than four trumps, the fourth best when holding four or more.

Trump-showing leads every now and then come up as new ideas, and supposed trick-winning devices. But they soon disappear again as soon as learned by the other side. In regard to them, it is perfectly safe to assume it to be an axiom of whist almost as binding as an axiom of geometry, that any system which proclaims weakness in trumps as these systems must is disadvantageous.—*Fisher Ames* [*L. A.*], *Whist, December, 1897.*

Trump Signal.—A conventional signal, by means of which partner is asked to lead trumps at the first opportunity; the call for trumps. It is made in plain suits, and consists in playing an unnecess high card, followed by a sm one of the same suit.

It is a curious fact that tr were once asked for orally, a old English or Hoyle game, that the custom was unive sanctioned, although not wi protest on the part of some wr At the score of eight (the g being ten points) a player ho two honors was allowed to s his partner, "Can you one?" w being interpreted, meant, "I you an honor? I have two." the reply was in the affirmativ hand was not played, as the holding three honors was ent to score two by honors, which them out. This play, termed ca honors, was used as a call for tru or to convey other importan mation to partner, in the follo manner: If a player, third h held two honors, with the gam the point of eight in his f and desired his partner eith show an honor or lead trump would ask before the latter "Can you one?" Holding honor, partner would lead tr at once. Again, if a player, hand, held two honors, but di want a trump led unless it s his partner's hand, he would until it was his own turn to p and then ask, before play "Partner, can you one?" was, in effect, saying to par "I hold two honors, but am strong enough otherwise to ad an original lead of trumps. your judgment as to what is under the circumstances." miral Burney thought this was intrusion on the plainness and tegrity of whist," but added "having been allowed, and ge ally practiced, it now stands as to be received as part of the gam When the ten-point game went

ion, calling for honors, and the old way of calling for , went out also.

more modern, and now gen- practiced, call for trumps, or signal, was invented by Lord Bentinck, and first intro- by him at Graham's Coffee- 87 James street, London, in He had noticed or employed mmon artifice whereby a ard is played on the adversa- ad to induce the belief that n trump next round, and get trumps led to stop a d impending ruff. Being rticular and chary of throw- ay good cards, and a firm r in the utility of small t occurred to him that he ring about a lead of trumps part of his partner by sim- ying the low cards in the l order, a higher before a one. The contrivance was morously dubbed the "blue (*q. v.*), and is first men- by "Cælebs" in his "Laws actice of Whist" (1851), as : "Generally, whenever a card is seen to fall, pas- -*i. e.*, without a substantive -before a lower, exhaustion suit may be expected. * * * ersons adopt another theory gard to playing the higher st, viz., that it is an intima- wishing trumps to be led." third edition of his book 'Cælebs" speaks more pos- on the subject, as follows: ever a superior card is *un- rily* played before an infe- *g.*, the trey before deuce—it strongest indication of the wishing for trumps. This metaphorically termed the eter,' is in diametrical an- m to the theory in 'Major eriod, when playing the card first indicated exhaus- tion of the suit and a wish to ruff." As "Cælebs" must have been well acquainted with the Portland Club, then the headquarters of whist, Pole thinks that the quoted passages establish an important historical fact, namely, that in 1851 the device was not in general use there, but that before 1858 it had become an acknowledged rule of play.

The signal was accepted as part of the game by all succeeding writers on whist, although under protest by some, who declared that Lord Bentinck himself had in later life abandoned it and regretted its invention. The London *Field* of February 13 and 27, 1864, contained a full discussion of the new convention, and many articles appeared concerning it in other English publications, including the leading reviews and magazines, and a great deal of hostility was manifested towards it. One writer in the *Westminster Papers* says: "It can scarcely be called whist any longer, but a new game, 'peter;' for your partner calls upon you to abandon your game and blindly play his by leading him a trump. Your opponents immediately abandon the legitimate game, and direct all their efforts to thwarting your intentions, and all the rules of the game are cast aside."

Many good players at first ob, jected to the signal, but were forced to adopt it when it came into general use. In France it was severely condemned. James Clay, whose opinion carried great weight, while he did not like it personally, declared it to be open to no objection on the score of unfairness, although he thought it greatly diminished the advantage of skill by simplifying the game. He considered it so natural that he is reported to have said that if a tribe of savages were

taught whist they would arrive at the signal in course of time by their own intuition.

The trump signal is made by any player except the first hand or leader, who, if he wants trumps led, can lead them himself. The question, When is a player justified in signaling? is one that cannot be answered by any hard and fast rule. Good judgment is required, but in a general way it may be stated that a hand that you would lead trumps from is a good one to signal from. A player ought to have four trumps containing two honors, or five trumps containing one honor, and reasonable strength in other suits, so that there is no danger of a suit being brought in against him by the adversaries. The signal should be used only when partner is in a position to obtain the lead. When the signal is made later in the hand, after the player employing it has himself had the lead, or had an opportunity to signal without doing so, the command to partner is not imperative, nor does the signal in that case denote the same strength on the part of the signaler as if made at the first opportunity.

In responding to the trump signal, care should be taken by beginners not to mistake for it an effort, on the part of second hand, to win the trick. Lead your partner the best trump, if you hold it, or one of the second and third best if you hold them. Otherwise give him the highest from less than four, the fourth best from four or more.

The trump signal is also made in two other ways by many good players. One consists in discarding from an unopened suit a card not lower than a nine, although George W. Pettes, who originated it, also used the eight for the purpose. (See, "Single-Discard Call for Trumps.") The other sig consists in refusing to trump an verse winning card. It is so times unadvisable to employ t latter mode, especially when t adversaries are in position to c tinue to lead winning cards in t same suit. In such case the b thing is to accept the force a make the best of it.

Foster says: "By some short-s players, the lead of a five, fo three, or two is considered a po tive call for trumps if an honor turned; not otherwise." In t Howell (short-suit) system, ho ever, the lead of any of the ca mentioned indicates the long-s game, and commands partner, if gets in early, to lead trumps, ir spective of the turning of honor.

Before the introduction of the le showing number, the lead of the s then king, then small, was a call trumps.—*R. F. Foster* [*S. C.*]; "*Whist Tactics*."

Many good players are more cauti in asking for trumps than to lead them, and will not signal unless they h at least one honor.—*William Pole A.*].

The trump call must be used with d cretion. It should only be given wh you are convinced that a trump le would be for your advantage.—*Pole Amer.* [*L. A.*].

The signal for trumps is now so c stantly in use, that we must set asid discussion as to whether whist has be improved or impaired by its invention *R. A. Proctor* [*L. C.*].

It has not only done good to those w profit by it, but has also improved t play generally by requiring more att tion to be paid to the lead of the ca particularly of small ones.—*William P* (*L. A.*); "*Evolution of Whist*."

If your object be to win at whist, ne "call" for trumps or "echo" in reply your partner "calls" nor ever disregar If your adversaries "call," they will pr bably give you a chance of saving a ga you might otherwise have easily lost. *William Cavendish-Smith* [*L. C.*].

In a game that has so much of the ga ing element about it, the player shou

a trump-call early, if he want umps led by partner. Therefore the call perhaps oftener than suiters.—*Edwin C. Howell* [*S. ist Openings.*"

nventional sign consists in away an unnecessarily high • • The origin of this practperfectly in the spirit of our en well played, that I am surhe length of time which was o reduce it to an understood on.—*James Clay* [*L. O+*].

for trumps means playing a necessarily high card, when by it play you show you could have ower card. You must be careinguish between a totally unhigh card, and a card played nother card, or to protect your *A. W. Drayson* [*L+A+*], "*The ctical Whist.*"

not know whether any one has a record of the number of tricks tering. During the past year, ist we have witnessed, we feel that more tricks have been lost by this practice."—*Westminster ld School*). After many years experience I am quite of the nion. — "*Pembridge*" [*L+O.*], *r Bumblepuppy ?*"

some players the lead of a ning card, when an honor is a call for trumps to be led hat honor at the very first opbut it is not good play. Passin winning card is regarded by ers as an imperative call for The discard of any card higher ven is known as a single-card *F. Foster* [*S. O.*], "*Complete*

le which the doctor [William tributed to the *Fortnightly Re*pril, 1879, on "Conventions at erits notice. In it he argues e fairness of the call for trumps, to doubt the propriety of some ern developments of the game. s long since, I believe, become to the lawfulness, if not to the y, of the call.—*W. P. Courtney English Whist.*"

layers contend that the leader ll for trumps on his lead, and ould lead them himself, if that e wants. But there are many in which such a course would ious. The leader may lie tenay want to know his partner's p; he may want a lead through ip; or he may hope to win the third round by not leading first *R. F. Foster* [*S. O.*], "*Whist*

It is a common artifice, if you wish a trump to be led, to drop a high card to the adversary's lead, to induce him to believe that you will trump it next round, whereupon the leader will very likely change the suit, and perhaps lead trumps. • • • By a conventional extension of this system to lower cards it is understood that, whenever you throw away an *unnecessarily* high card, it is a sign (after the smaller card drops) that you want trumps led.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist.*"

When you do this [*i. e.*, call for trumps] —when you ask partner to play your game—you should be reasonably certain of making the odd trick at least. The mere fact of holding four, five, or even six trumps, is not sufficient reason for issuing such an arbitrary command. Your only object in drawing trumps is to enable you to bring in a long suit, or to protect master cards in other suits; and without these features of strength you should not call, even though you may be strong in trumps. — *C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

When everything is going nicely, and your partner making the tricks, that you should interfere with this merely because you have five trumps—or nine, for the matter of that—is the height of absurdity. It may be an interesting fact for him to know, on the second round of a plain suit, that you hold five trumps, just as there are other interesting facts which he may also ascertain at the same time—*e. g.*, that you have led a singleton, that you hold no honor in your own suit, and so on—but none of them justifies him in ruining his own hand, and devoting his best trump to destruction.—"*Pembridge*" [*L+O.*], "*Whist, or Bumblepuppy ?*"

Forty years ago calling for trumps constituted the whole art and practice of scientific whist. The man who could see a trump signal without looking at the last trick was a genius, and the player who would notice such a little one as a three played before a deuce was a marvel. The story of the rise and progress of the trump signal is one of the most interesting chapters in the history of the game. Like the love of money in life, it has been the root of all evil in play. From it has sprung that poisonous undergrowth of private conventions that has choked up all the individuality, all the dash and brilliancy, all the keen perception that is proper to the game. Although at first it was believed to be a benefit to good and bad players alike, its injurious influence was soon recognized, and no one regretted its introduction more than its inventor.—*R. F. Foster* [*S. O.*], *New York Sun, December 12, 1897.*

Trump Signal to Show no More of a Suit.—It has been suggested by some players that it might be well to make a trump signal mean: "I have no more of this suit and want to ruff it." Milton C. Work, in "Whist of To-day," punctures the suggestion as follows: "When it is considered that such a plan would probably make one trick in one deal, while a trump signal was making several in each of a dozen deals, the imbecility of the idea at once becomes apparent."

Trump Strength, Showing.—The showing of trump strength is a very important feature of the partnership game. Modern players deem it essential to the success of their play to indicate such strength not only by leading or calling for trumps, but by echoing in various ways to show the exact number which can be relied upon from partner. Foster, in his "Whist Manual" (third edition, 1896), says:

"Some of our best players, among them Milton C. Work, are of the opinion that the chief characteristic of the whist of the future will be the indication of trump strength. In addition to the usual methods of passing doubtful tricks, signaling, forcing a partner, etc., all of which show trump strength, an artifice known as the four-signal is frequently used."

He then proceeds to describe this convention, and also the trump-showing leads, for a time adopted by the Hamilton team, under Mr. Work's leadership. The Capital Bicycle Club used much the same idea some years ago; but, continues Foster, "I think the system advocated by Mr. E. C. Howell, of Boston, better than any of these. It is based on the principle that with trump strength you should give your partner as much infor tion as possible concerning y best suit, whereas with weakne trumps it may pay you to conc its exact character. With str trumps he opens the game in r ular conventional manner; with weak trumps he follow schedule of 'reversed leads.' gives the system in full in *Wh* May, 1894. The 'Albany lead' strengthening card originally, the sole purpose of showing f trumps, apart from any other in cation. The objection to all th systems is that they are not un control of the judgment of player. If he gives no sign, partner infers negatively, and misled. The advantage of trump signal is that one can sig with two trumps, if he wa trumps led, or refrain from signal with ten, if he feels so dispos The moment you compel a man play whist by machinery, you stroy the chief beauty of the ga —individuality of thought and pression." (See, also, "Tru Showing Leads.")

Trump Suit.—The suit to wh the card belongs which the dea last dealt from the pack and turn up, in the regular course of pl the suit whose cards, for that ha will take the cards of any ot suit regardless of rank.

Were it not for the existence of trump suit, whist would lose a great p tion of its charm and popularity a would rank much lower as a game skill.—*I. J., in Westminster Papers, 1, 1878.*

"Trumps."—A pseudonym u by William Brisbane Dick, w published a "Handbook of Whis New York, 1884. He also edi "The American Hoyle," publish in New York about 1863 th teenth edition in 1880), and t

ket Hoyle" (1868). In speak- his "Standard Hoyle," pub- about 1887, W. P. Courtney 'It is remarkable through the istance that the contents of ctions on whist are innocent r connection with Hoyle."

mps.—The cards of a suit have been given a higher or trick-taking power than ree remaining suits, by the g of the trump card on the f the dealer; the trump suit. rge W. Pettes called trumps artillery of the hand," and P. Hamilton, in carrying out me idea, says: "They are dnance—the heavy guns—in ngagement, and after you silenced the enemy with you may gather in the fruits tory with your established ' The possession of great strength and a good plain means victory. As Lowell f *Phœbus*, in his "Fable for s," he was

> Quite irresistible,
> man with eight trumps in his id at a whist-table.

main uses of trumps are: To the opponents, to make by trumping, and to play and tricks the same as with cards in suits. By exhausting the e trumps, establishing a plain suit, and regaining the nd bringing it in, you use s to the best possible advan- Trumps are also used to ob- the efforts of the opponents g in a suit. When strong in e you lead them; when weak, ideavor to make good use of you have by trumping in. is important to count the s as they are played, in order ou may know how many are nplayed. Partner's lead of trumps should, as a rule, be promptly returned, and his trump signal responded to at the first opportunity.

If weak in trumps, keep guard on your adversaries' suits. If strong, throw away from them.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player*," *1804*.

Always return your partner's lead in trumps, unless the card he led shows he only intended to strengthen your hand, or to lead through an honor.—*H. F. Morgan* [*O.*].

The trump-lead is so much more important than any other, that you should almost always return your partner's lead of trumps *immediately*, except he has led from weakness, when you are not bound to return it unless it suits your hand.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist*."

The skill of a whist-player is shown more, perhaps, by his aptitude in selecting the proper moment when trumps should be led, or the enemy's strength in trumps reduced by forcing, or their lead of trumps delayed by properly placing the lead, than by any other part of whist strategy.—*R. A. Proctor* [*L. O.*].

If the trumps remain divided between you and your partner, and you have no winning card yourself, it is good play to lead a small trump, to put in his hand to play off any that he may have, to give you an opportunity to throw away your losing cards.—*Thomas Mathews* [*L. O.*], "*Advice to the Young Whist-Player*."

If you find one of the adversaries without a trump, you should mostly proceed to establish your long suit, and abstain from drawing two trumps for one; to say nothing of the probability that the adversary who has not renounced is unusually strong in trumps.—"*Cavendish*" [*L. A.*], "*Laws and Principles of Whist*."

The objection evinced by a great majority of players to part with their trumps is quite incomprehensible. They will not understand that the grand object is not to make as many tricks in trumps as possible, but by skillfully wielding them, to establish superiority and command in other suits.—"*Lieutenant-Colonel B.*" [*L. O.*].

Trumps are the controlling factors in the game, and their proper handling is to every whist-player, no matter how proficient, a matter of profound mental concern. They are the ordnance—the heavy guns—in the engagement, and after you have silenced the enemy with them you may gather in the fruits of victory with your established suits.* * * If you

have no master cards to make, it is, as a rule, better to keep your batteries masked for the middle or end play, or until the master cards have declared their presence in partner's hand. * * * With the best players, trumps are used only for distinct purposes. The object in leading trumps must be apparent from the hand or developed by the play.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Trumps, Not Leading.—While exceptional hands may be held from which an expert would not lead trumps originally if holding five with an honor, players, as a rule, are admonished by the authorities to make such a trump-lead at the first opportunity, or to signal partner to lead. The importance of making the lead has been frequently and solemnly impressed upon beginners and upon a certain class of players who might aptly be termed trump-misers, because they invariably hoard them up until the close of the hand, unless drawn by other players. "Four you may—five you must," is a maxim frequently recited for their benefit.

In times gone by women whist-players were generally suspected of this tendency to keep back trumps, and the London *Spectator* once related the story of an eminent whist-player who, whenever he found himself seated at the whist-table with ladies, was wont to tell them the following tale as a kind of prologue to the game: "I once knew a lady who held five trumps in her hand, and who failed to lead them. She ended sadly," and here his voice sank to an impressive whisper—"she died in the workhouse." Whether or not this precautionary measure was attended with success tradition does not say.

"Lieutenant-Colonel B.," in his "Whist-Player" (1856), has this: "I once heard a first-rate whist-player say that, with four trumps in your hand, it was mos to lead them; but that he five, and did not lead ther only for a lunatic asylum.

The most impressive ar circulated utterance on th however, is that correctly a to James Clay (*q. v.*). It published in "Sans Merci ular novel in its day in En which Clay appears under of *Castlemaine*. He is as young man, who has heavily on a game (hea being then the rule in whether with knave, five, to have led trumps. "It puted," replies *Castlema* great calmness and digni eleven thousand young men, once heirs to fair are wandering about the c in a state of utter destit cause they would not lea with five and an honor hand."

"When you have five trum ways right to lead them." Th for trump-leading has many e * * * It is nearly always rig trumps when the trump suit is long suit, because if you are w plain suits it is only fair to pre your partner is the more lik strong in them * * * In m [where just five trumps are held a better lead than the trump original lead. Suppose (as leader) you hold five trump ace and four small diamonds clubs, and a small spade. Y open your fourth-best diamond. developments. Again, you h trumps (hearts), ace, king, ka small diamonds, two small each and clubs. You open with kin monds, *showing your suit*; then if you deem it best. It is gene with any five trumps to show first, especially if not longer t cards.—*C. D. P. Hamilton* [*L. A.*], *Scientific Whist.*"

Trumps, Repeating the to Show Six.—A player w nals successively in two d plain suits thereby is consid

iow his partner six trumps.
:. Work deems the play
hose who do not desire, in
ase, to use the plain-suit
. *v.*) in the second suit.

s, Returning. — Careful
to partner's strength or
i in trumps, and prompt-
returning his lead of
ır in leading them in re-
o his signal, marks the
cientific player who plays
x instead of thirteen cards.
ıblepuppist who plays his
if partner did not exist,
se for any rule in this or
r whist matter.
ot proposed to adhere to
-clad rule, and say that
ery circumstance, without
ı, partner's trump-lead
returned instantly. The
ule is to so return trumps,
ld be adhered to unless an
ıt and excellent reason ex-
ɔt so doing. For instance,
ıe expedient for a player
a great suit to show this
a lead from it, before re-
his partner's trump-lead.
ı also lays down the fol-
:ases in which a player
justified in not returning
lead of trumps: (1) When
ıas led trumps from four
:ause it was his only four-
; (2) when you win the
:aply, and it is demon-
ıat your right-hand oppo-
t hold over your partner
rong tenace; (3) when an
turned up to your right,
win by a deep finesse; (4)
tner has led from evident
, and finds you weak.

phorism of traditional respec-
it the only excuses for not re-
artner's trump are a fit of
r *not having any*, and the same
the case of trumps being asked
ur *Campbell-Walker* [*L. O.*].

In the first place, suppose your partner leads trumps. You infer that he wants to get them out; and it is your duty to help him in this object. Hence, * * * you are bound to return trumps immediately. This is, perhaps, the most imperative of all whist rules.—*William Pole* [*L. A+*], "*Philosophy of Whist.*"

Trumps, Showing Number of, After a Signal.—"When a player has signaled, and his partner leads, in answer to that signal, a high trump which the signaler decides to pass," says Milton C. Work, "he by one method plays his fourth best in order to most accurately show both size and number, while by another plan he makes a signal in such a case only to show six or more trumps. Some players object to both these plays, believing it to be unwise, under the circumstances, to give any accurate information, as the suit is not partner's, and one of the adversaries may be strong in it. In view of the latter possibility, the writer doubts the wisdom of always playing the fourth best, but sees no harm in allowing a player the option of showing six in such case by a signal, if for any reason he thinks it wise to do so."

Trumps, Showing Number of, by Signal.—There are many who believe with "Cavendish" that every system of showing less than four trumps by signal is bad, because it exposes to the adversaries the weakness of the signaler's hand. But others consider that this is fully compensated for by other advantages, and especially the knowledge imparted to partner. Such is the position taken by W. S. Fenollosa, of Salem, Mass., who has devised a system of showing the number of trumps when partner has led or signaled. It is made by utilizing any three small cards in a plain suit by playing them in the following manner:

HOLDING.	PLAY.		
	First Trick.	Second Trick.	Third Trick
One trump at most	Two.	Four.	Six
Two trumps	Two.	Six.	Four.
Three trumps	Four.	Six.	Two
Four trumps	Four.	Two.	Six
Five or more trumps	Six.	Four.	Two

Milton C. Work, in his "Whist of To-day," tells of a somewhat similar scheme which he adopted in connection with the four-signal, to indicate short trumps, and for five, six, and seven or more. The schedule prepared by him is as follows:

HOLDING.	PLAY.		
	First Trick.	Second Trick.	Third Trick
Short trumps	Two.	Four.	Six
Four trumps	Four.	Six.	Two.
Five trumps	Four.	Two.	Six
Six trumps	Six.	Two.	Four
Seven or more trumps	Six.	Four.	Two

About the same period a good deal of ingenuity was expended in inventing systems to show two, three, or four trumps. They may be briefly dismissed. The answer to most of them with the exception of the subscriber is, that exhibition of weakness in trumps is more likely to be of advantage to the adversaries than to the exhibitor. — "Cavendish" [*L. A.*], *Scribner's Magazine, July, 1897.*

Trumps, Showing Number of, on Adversary's Lead. — Here is another elaboration of the trump-showing ideas of modern whist, as described by Milton C. Work in his "Whist of To-day:" "As there are occasions when it is advantageous to show the number of trumps held by the player when the adversary is leading, such as when the lead is probably a weak one, or when it is known, by reason of an honor turned, that the partner will win the second trick, and there is a suit the player can ruff), it has been suggested that an echo on the adversary's lead of trumps should show no more. The play is not commended as a universal rule, the information it gives is apt to be of more value to the adversary than to the partner. * * * The practical difficulty would be to have two partners understand just when it was to be used and when not. For this reason it seems a dangerous innovation."

Turf Club. — See, "Arlington Club."

Turning Trump. — See, "Trump Card."

Turn-Up. — The last card of the deal turned and placed face up

able, where it is allowed to re- during the first round; the p card. (See, "Trump Card.")

metimes the turn-up, or trump-card, own down without being turned up wn; this card is of such importance he punishment of making the deal annot be dispensed with in this — *Deschapelles* [*O.*], "*Traité du te*," *Article 31.*

he dealer has no right to show the p card before it is turned, he has ess right to look at it himself. He is nore guilty than another in yielding pirit of cavilling; he deserves a more punishment, and we have inflicted him by making him lose his deal.— *apelles* [*O.*], "*Traité du Whiste.*"

elfth Card.—One of the two remaining in a suit after n have been played. If the one is in your right-hand ad- ry's hand, the lead of the win- twelfth will afford an oppor- y for partner to discard or rump. In case it is the lower it can be led for the purpose rowing the lead. If both are by yourself and partner, er should be led until the ad- trumps are first exhausted.

twelfth card may be either a master sing card of any two cards of a suit .—*C. D. P. Hamilton* [*L. A.*], "*Mod- ientific Whist.*"

trumps are in, the twelfth and thir- are led at once. If the leader has st he leads it, if trumps are out; if s are not all out, he may lead it h the best trump on his left, or h the losing trump on his left, if ows that partner can overtrump.— *Ames* [*L. A.*], "*Practical Guide to* "

n it is the best, and you know D e smaller, the twelfth will of course nless trumped by C. But you run a playing this card of a discard from t may very much influence your ead. For this reason much care e taken in the management of the .—*G. W. Pettes* [*L. A. P.*], "*Ameri- kist Illustrated.*"

re you play a twelfth card, whether e best or not the best, note whether old any winning cards which you ake before leading the twelfth card, hich a discard from the adversary prevent your making. When the twelfth card which you have an opportunity of playing is the lower of the two remaining, or if the thirteenth card be located in the hand of your left adversary, * * * the play of the twelfth card is dangerous, unless you want to give your partner the chance of making a trump, which chance might not otherwise occur. —*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Two-Handed Whist.—See, "Double-Dummy," and "German Whist."

Two-Spot.—A card containing two spots or pips; the deuce; the lowest card in the pack.

In the system of American leads it figures as a fourth-best lead, and in the Howell (short-suit) system it indicates the long-suit game and commands partner, if he gets in early, to lead trumps—sharing this distinction with the five, four, and three. The two-spot is also frequently useful in completing a trump-signal or echo, and when the suit to which it belongs is established, it frequently rises to the highest dignity as a trick-taker. Similarly, when it forms one of the trump-suit, it is higher than an ace in plain suits.

I'm just a little two-spot,
And yet I'd like to tell
Of uses I am put to
By people who play well.

If first I make my entrée
Each one will understand
The leader has no long suit,
But only four in hand.

If I should make my bow when
A high card's first been played,
The hand for trumps is calling,
Let them not be delayed.

When once a suit's established,
Trumps out and you have me,
I am a sure trick-taker
As any card can be.

Yes, I'm a little two-spot
With many a special use;
Pray, heed what I have told you,
In giving them the deuce.
—*Margarette Witherill Wallace.*

Two Trumps for One.—Drawing two trumps for one is one of the resources of whist strategy, frequently made use of and highly commended. When a player finds his partner without trumps, this is one of the best uses to which he can put whatever trump-strength he himself possesses. If he cannot exhaust, he may at least weaken, his opponents, especially if his own trumps are trick-winners.

Unblocking.—Getting rid of the commanding card, or cards, of partner's long plain suit, when you hold a less number of the same suit, thereby enabling him to keep or regain the lead and make the most out of his suit. For the purpose of helping him to get into the lead again, you retain your smallest card, if you held exactly four in the suit, playing third best on the first round, second best on second round (unless calling for trumps), and highest on third round.

This play is almost as old as whist itself, Hoyle having illustrated its theory and practice in a number of positions. It had fallen into great neglect, however, until taken up, improved, and brought into prominence by "Cavendish," in 1885. In his book on "American Leads" he first called it the "plain-suit echo," but this was changed to "unblocking game" in subsequent editions, as the more appropriate designation. The unblocking game, according to "Cavendish," applies only when ace, queen, jack, or ten is led originally, and the third hand the one to unblock holds four cards of the suit exactly, all of them lower than the one led. When the king is led originally it indicates a suit of four, and on this the third hand does not unblock unless he holds the ace. Otherwise he plays his lowest on the round, unless obviously and sarily trying to win the trick

It is in the matter of fai unblock on the king-lea "Cavendish's" system has strongly objected to by Fost others. They make no exc and treat the king-lead the s any other high-card lead, ur ing and retaining their lowe when holding exactly four.

This order of play is sometimes correctly, called "the plain-suit *Charles E. Coffin* [L. A.], "*The Whist.*"

This is the art of knowing whe that you hold in your partner's prevent him from making his est small cards, and so getting rid right moment.—*R. F. Foster*, "*Whist Tactics.*"

When a player leads a card wh cates that he holds, or may h the suit, his partner holding fou play his third best. This is know unblocking game. The purpose play is both to unblock partner's necessary, and also to show that four of his suit.—*Whist* [L. A. 1895.

There is no novelty in this pla as old as Hoyle, but it is stran glected by modern players. must further bear in mind that ing on the first round is only at when B holds four of the suit exa must not therefore assume he plays, say, the deuce to the ace has but two or three of the suit hold five, or more. The only cer that B did not originally h exactly.—"*Cavendish*" [L. A.] *Developments*," 1891.

When you see that your high partner's suit is going to take th trick, for instance, and you have of giving him the lead, and it is that if your high card were out he could make one more trick in you should throw your high ca higher one, or get rid of it in a possible, to get out of his way. T attention is usually paid to the Get rid of the control of partner Keep that of opponents and tr long as possible.—*Fisher Ames*, 1

This preserves in the third han card which the original leader ways take if led to him, or which block his long suit if he is in the le

f the highest card is kept until the may prevent the original leader ringing in several smaller cards he may have established. The l leader can usually detect the un-g, and for that reason it is called a uit echo, for it shows him that his r has four cards of the suit.—*Val. rnes* [*S. O.*], "*Short-Suit Whist.*"

partner is a long-suit player, and ve four cards exactly of a suit of he leads originally the king, keep west of your four, and play your best, no matter what four cards re. "Cavendish" does not agree is rule, and prefers to change the system of leads rather than un-on a king led. I regret that I am to agree with him in his analysis position, as this is one of the few on which the master and his dis-ave seriously differed.—*R. F. Foster* , "*Whist Strategy.*"

e are but comparatively few cases ch it is necessary to at once, on the l lead of the suit, start to unblock. cases, however, are important and mastered. With exactly four cards lt which your partner opens, unless ginal leads show but four, you may our third best on the first trick, econd best on the second trick (un-either instance you have to play est in order to try to win the trick), the third trick you can play your t or lowest, as the exigencies of the on demand.—*Milton C. Work* [*L.* , "*Whist of To-day.*"

le *Field* of October 11, 1884, appeared st of nine articles on "The Play of Hand," a masterly and exhaustive of whist analysis, by which "Cav-" reduced the unblocking play to a , called by him the "plain-suit This consists in retaining the card of your partner's long suit, you hold four exactly, by which ou often clear his suit, and gain one e tricks for the partnership. This, er with American leads, and the law of not covering an honor (ex-f course, with the ace), as recom-d by Dr. Pole, was embodied by ndish" in his well-known work, st Developments," published in *N. B. Trist* [*L. A.*], *Harper's Mag-March, 1891.*

"Cavendish"] accordingly devised, asterly process of reasoning, a way ich if my partner uses ordinary he could see beforehand when his ard would be likely to be obstruct-ld might get rid of it in time. This led "unblocking," and the process ich it was effected the "unblocking " It was published in his "Whist Developments," in 1885. It depended almost entirely on the indications given, by the American leads, as to the number of cards held. * * * "Cavendish" devised the following short rule for unblocking purposes: When your partner leads originally either ace, queen, knave, ten, or nine (not the king), and you hold exactly four cards of the suit, *retain* your lowest card on the first and second rounds. —*William Pole* [*L. A+*], "*Evolution of Whist.*"

The unblocking game only applies when ace, queen, knave, or ten is led originally, and the third hand holds four cards of the suit exactly, all lower than the one led. Therefore, when king, or nine, or a lower card is led originally, if B does not attempt to win the first trick, he plays his lowest card, whatever number of cards he holds in the suit. * * * If the king is led, and B does not hold the ace, B should not attempt to unblock, as the lead is from four cards only. Whatever the number or value of his small cards, B must play his lowest to the king. * * * When a low card is led originally, B's play proceeds on the assumption that the lead is at least from four cards, three of them being higher than the card led. When the third hand has at most three of the suit his play is obviously to head the trick if he can; otherwise to play his lowest card, unless he calls for trumps.—"*Cavendish*" [*L. A.*], "*Whist Developments,*" *1891.*

Underplay.—A kind of finesse which consists in leading a smaller card when the conventional play would be to lead the best, which is concealed in the hand and retained for more effective use later on. Underplay is also employed to throw the lead, by holding up the best card and allowing another player to win the trick. (See, also, "Holding Up.")

Underplay is often effectively used toward the end of a hand to make a much-needed trick. Any player at the table may employ it in a well-calculated effort to make a trick or more than ordinary play would give him. It requires skill, however, to make it succeed.

What is called underplay is usually adopted in order to gain command of a suit.—*R. A. Proctor* [*L. O.*].

Underplay is a powerful weapon, but if the adversary is alert it seldom succeeds. —*R. F. Foster* [*S. O.*], "*Whist Tactics.*"

The prospect of making the eleventh, twelfth, and thirteenth tricks is the usual incentive.—"*Aquarius*" [*L. O.*], "*The Hands at Whist.*"

Properly manipulated, underplay can be made serviceable. But probable success demands keen management.—*G. W. Pittes* [*L. A. P.*], "*American Whist Illustrated.*"

This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out, but such a ruse must be used sparingly and with care.—*Arthur Campbell-Walker* [*L. O.*].

It is a very obvious ruse, and therefore a favorite with moderate players, who rarely lose an occasion of employing it. Yet it should be used sparingly and with care. A trick too often played is suspected and defeated. In trumps this manœuvre, like all others, is much more justifiable than in the common suits, in which it is dangerous.—*James Clay* [*L. O.*].

To successfully underplay, you must have a keen perception, and a full understanding of the situation. * * * There is more merit in gaining a single trick—by well-judged underplay or any other species of finesse—that does not by common play belong to the cards than there is in winning a thousand games with master hands.—*C. D. P. Hamilton* [*L. A.*], "*Modern Scientific Whist.*"

Suppose you hold ace, queen, and a small card in hearts, your left-hand adversary leads the two of hearts, your partner plays six, third player plays knave, and you win with queen. You now may fairly conclude that neither king nor ten is in the hand of your right adversary. Your partner may hold one or both of these, but he may hold the ten, and let adversary the king. If you play out your ace, the king must make next round. If, however, you play your small heart, left-hand adversary, believing the ace to be to his left, will probably not play his king second in hand. Then if partner hold the ten it makes, and your ace still is held over the king. This is termed underplay.—*J. H. Dawson* [*L. A.*], "*The Art of Playing at Whist.*"

Undertrumping.—This stratagem consists in playing a low trump on a higher one with which partner has already trumped the trick, the sacrifice being made for the purpose of avoiding the lead under certain circumstance to obtain it would be more vantageous. (See, "Grand C

Unscientific Play.—Pl which the science of combin hands and making the most them by partnership is ig haphazard or ignorant play blepuppy.

Unscientific whist—whist whe is no co-operation, and each of t *adversaries* strives for trick—s no game as it is possible t imag *D. P. Hamilton* [*L. A.*].

Up-and-Back Game.—A cate whist, the original and t play of an agreed-upon num hands, at a sitting. By the back game (especially at t nic or single-table duplica players possessing the best ries are sometimes able to decided advantage by reme the special features of hands when they receive t the duplicate or overplay.

For instance, it may be agree twelve hands, "up-and-back" pletion of the number agreed play.—*R. F. Foster* [*S. O.*], "*Whist,*" *1894.*

Memorizing the hands has be an intolerable nuisance, th players in our leading clubs will play the up-and-back game. [*L. A.*], *September, 1896.*

Up and Down.—The playing long suits not hea sequence *up*, and weak su is one which dates back early days of whist. The principle of play general nized by long-suit player when leading from a h which contains no com from which a high card sh led, begin with the fourth h then shape their play so th partner's help, the high car adversaries' hands may be

f the way. Forced leads are, rare exceptions, made from p of short suits, and the suits layed down. This does not ere with the trump-signal, is also played down (*i. e.*, a r card being followed by a one), because it is generally with very small cards, and by the original leader. (See, "Top of Nothing, Lead from)

ing strong suits up and weak suits s based on a fundamental princi- the game—that of sacrificing weak the partner and keeping strong your own hand. This is the un- g principle of the "top-of-nothing" — *R. F. Foster* [*S. C.*], *New York December 12, 1897.*

ue of Good Play.—It was to ain the value of good play as ed to bad that "Cavendish" is friends, in 1857, undertook periment which proved to be eginning of duplicate whist). This mode of play is the st yet devised, although the of good play must also, to a n extent, manifest itself in ng run in straight whist. For ce, out of 30,668 rubbers, l from January, 1860, to De- r, 1878, "Cavendish" gained 4431 points, and Proctor, enting on this, says it is prac- impossible that so large a e in his favor should be due re chance. The difference have been due to good play. also, "Chances at Whist," Skill.")

lan, S. T.—The inventor of st cards for practice" upon a patent was granted him, 3, 1893. In that year he be- greatly interested in the mod- ientific game, and especially can leads, and made notes in densed form for his own use. These he subsequently published in 47-page form, under the name of "American Whist Condensed." Mr. Varian resides at East Orange, N. J. (See, "Whist Patents.")

Vautré, Baron de.—A French whist-player and author, whose book, "Génie du Whist," was published in 1843. In this book he announces that he teaches the mode of playing with twenty-six cards, and not with thirteen; in other words, he inculcated partnership play, being one of the very first to recognize its great value. He was a general in the French army—it is thought the same artillery officer who composed the first rhyming rules which inspired Dr. Pole to make his famous effort in English. (See, "Rhyming Rules.")

General de Vautré, author of a treatise on "Le Génie du Whist," was prominent among whist-players, but this distinction brought its pain with it. The drop of bitterness which rises from the midst of the fountain of bliss, seemed to spoil the whole draught. He used bitterly to complain that more than one of his friends declined to sit down at the same card-table with him, and the reason which they gave was: "If I am your partner I get scolded; as your adversary I lose."—*W. P. Courtney* [*L+O.*], "*English Whist.*"

Vice-Tenace. — A combination of cards which will become a tenace in effect if certain cards fall on the first round of the suit; as, ace, jack; ace, ten, etc. So named by Val. W. Starnes in his "Short-Suit Whist."

Vienna Grand Coup.—The story goes that one of the most celebrated whist-players of Vienna, while playing a game of double-dummy in one of the clubs of that city, had a phenomenal hand dealt to him, which led to a curious bet. The deal was as follows:

A's Hand.	B's Hand.
♠ A, 2.	♠ J, 10, 6.
♡ 6.	♡ A, K, Q, J, 2.
♣ A, K, Q, 5.	♣ 6, 4, 3.
◇ A, Q, 6, 5, 4, 2.	◇ 8, 3.

Y's Hand.	Z's Hand.
♠ K, 8.	♠ 9, 7, 5, 4, 3, 2.
♡ 10, 9, 5, 4, 3.	♡ 8, 7.
♣ 8, 7, 2.	♣ J, 10, 9.
◇ J, 10, 7.	◇ K, 9.

The ten of clubs was turned by Z. On seeing the cards exposed the gentleman who had to play the hands A-B exclaimed, "I shall make, with my dummy, all the thirteen tricks." There were large bets made on the game, as all of Y and Z's suits were guarded with the exception of trumps. A, however, won, the play being as follows (the underlined card winning the trick, and the card under it being led next):

Tricks	A	Y	B	Z
1	♣ A	♣ 2	♣ 3	♣ 9
2	♣ K	♣ 7	♣ 4	♣ 10
3	♣ Q	♣ 8	♣ 6	♣ J
4	♣ 5	♡ 3	◇ 3	♡ 7
5	♠ A	♠ 8	♠ 6	♠ 2
6	♡ 6	♡ 4	♡ J	♡ 8
7	♠ Q	♠ 5	♠ A	♠ 3
8	♡ 2	♡ 9	♡ K	♠ 4
9	♡ 4	♡ 10	♡ Q	♠ 5
10	♡ 5	♠ 8	♠ 2	♠ 7
11	◇ Q	♡ 10	♡ 7	♠ 9
12	◇ A	◇ J	♠ 10	◇ K
13	◇ 6	◇ K	♠ J	♠ 9

This [illegible] interesting as [illegible] play, though [illegible] the statement that the [illegible] of the winning hands said he should make every trick *as soon had seen the hands*—consists in [illegible] opposite hands to discard from [illegible] other of the suits which seem t[illegible] fectly guarded. A takes out three [illegible] in trumps, then leads his sma[illegible] If now second player discards [illegible] spade or a diamond there is no dif[illegible] as he thereby unguards the suit which he discards. If second play[illegible] cards a heart at the fourth [illegible] equally unguards that suit, but [illegible] the position of the other two [illegible] would not do for A now to lead a [illegible] He must first lead the ace of spade[illegible] a heart, discarding queen of spades [illegible] opportunity. The rest is obvious. [illegible] the features of this double-dummy [illegible] is that it is easy to suppose one has [illegible] it when one really has not.—*R. A. F.* [*L. O.*], "*How to Play Whist.*"

Visiting Team.—The challe[illegible] in a whist match. They must [illegible] the challenged team upon th[illegible] ter's ground. The latter is s[illegible] spoken of as the home team.

Void.—Having failed to re[illegible] any cards of a certain suit [illegible] deal, a player is said to be vo[illegible] that suit. When he has play[illegible] that were dealt to him, he [illegible] hausted.

Wager-Smith, Mrs. Elizal[illegible]—A graceful and versatile wri[illegible] whist subjects (chiefly histor[illegible] and one of the leaders in [illegible] woman's whist movement in [illegible] delphia, Mrs. Wager-Smith p[illegible] whist as a child, and was ta[illegible] by three elderly whist-playe[illegible] worthy of their attention. Dr. Thomas Besant was her partne[illegible] coach, and so well was she [illegible] in the game that she was a[illegible] chosen as a partner by those [illegible] knew her play. This cre[illegible] later in her search for heal[illegible] Illinois, Boston, Canada, Flo[illegible] and elsewhere. She first st[illegible] American leads in Texas in [illegible] and joined a ladies' whist [illegible] there, making the highest sco[illegible] the season. She was threat[illegible] with loss of sight in 1894, and

all whist activity for a

Vager-Smith organized the heelock Whist Club, of phia, and represented that the first congress of the s Whist League, in whose ion she was also active. te and published in the phia *Inquirer*, in October, appeal to the whist-playing f the city to call an initial with the object of forming

She has given innumer- s to players, and written terary side of whist and its or the *Inquirer*, *Bulletin*, d *Times*, of Philadelphia. so a regular contributor to

g Game.—One of the ms of short-suit strategy, y when the player holds rength; the tenace game. y speaking, a backward e game of the weak hand; ve game.

e, Mrs. Henry Edward.— he many women who de- ir talents to the advance- f whist, Mrs. Wallace known through her writ- the game as Margaretta l Wallace) occupies an place. She is equally at prose and verse, and is and favorably known as a cher. She had played r twenty years, when, in began its scientific study. ing four or five lessons she thoroughly mastered the deas on the game that she er "American Leads in (see, "Rhyming Rules") friend who had found dif- learning the leads from ks. The rhymes were for private circulation among friends, and subsequently found their way into the press, and were reprinted in many cities.

Possessing the gift of versification and a ready wit, Mrs. Wallace next turned her attention to composing satirical rhymes on the fads of the day and the idiosyncrasies of modern whist-players, always aiming at principles, however, rather than at individuals. Her humorous skits were published from time to time in *Whist*, beginning with 1894, and were largely copied in other journals devoting space to the game. She commenced her prose writing on the game in 1894, in a series of articles written for the New York *Sunday Herald*, and in 1896 was asked to take Miss Gertrude E. Clapp's place as a contributor to *Vogue*, the latter being too busy with her whist teaching to continue to furnish articles. Mrs. Wallace began by a series of very acceptable articles, containing a course of instruction for beginners. She wrote her first article on whist for the New York *Evening Post* in January, 1896, and was special correspondent for that journal at the sixth and seventh annual congresses of the American Whist League, and also at the first congress of the Woman's Whist League, in Philadelphia, in 1897. She has written a regular weekly column on whist for the *Post* ever since the sixth congress, her whist department being continued the year round. In the summer of 1897 she wrote, by special request, a series of articles, giving defensive play, etc., against the short-suit game. She was the first woman in the United States who assumed the responsibility of writing on the technicalities of whist.

Mrs. Wallace began teaching whist, for love of the game, in 1894, her object being to develop

whist in Staten Island (her residence is at New Brighton). She began teaching regularly in 1896, and had thirty-five pupils in 1897. In October of that year she organized the Kate Wheelock Whist Club, of Staten Island, of which she is president. She has also been recently made a member of the Woman's Whist Club, of Brooklyn. She entered the woman's pair championship contest at the Woman's Whist League congress, in April, 1897, playing for Staten Island, with Mrs. Sidney F. Rawson for partner. They qualified for the finals in that event with the highest score of any competing pair, tied with Boston for first place, and lost the match by one trick, taking second prize. It was the largest whist match on record, there being 112 pairs engaged.

Mrs. Wallace teaches, plays, and believes in the strict long-suit game and American leads. On February 22, 1897, she was elected an associate member of the American Whist League.

Walton, John M.—Second president of the American Whist League, was born in Stroudsburg, Pa., June 24, 1842. He was educated in the Moravian school at Lititz, Lancaster county. In 1867 he was appointed second lieutenant of the Fourth United States Cavalry, and retired as first lieutenant in 1878, the result of disabilities received in active service on the frontier. He subsequently served for thirteen years in the Common Council of Philadelphia, and, in 1895, was made City Controller, which position he occupies at the present writing (1897).

Captain Walton took a prominent part in the proceedings of the first congress of the American Whist League, at Milwaukee, in 1891, and contributed largely to the success of that now historic gathering. "In the debate upon the code," says *Whist*, "he gave the closest attention, and was able to bring to the aid of the congress wide and varied experience, and his judgment that was remarkably logical and correct." He was one of the delegates to the congress from the famous Hamilton Club of Philadelphia, the others being E. Price Townsend (president), Eugene L. Ellison, and William Kimball.

So long as Eugene S. Elliott, the founder of the American Whist League, could be prevailed upon to accept he was annually re-elected as the head of the organization, but in 1894 he positively refused to allow his name to be presented again, and the choice immediately and unanimously fell upon Captain Walton. As the chief executive officer of the League he did much to advance the cause of good whist, and the sentiments and advice contained in his annual address are, it is to be hoped, will always be remembered and heeded by American whist-players.

Captain Walton has been a whist player for many years. He first became interested in the game about the year 1870, while serving on the frontier. While the duties of official life tie him down to a daily routine, and preclude his participation in whist events away from home, he manages to play regularly to play his evening rubber for, perhaps more correctly speaking, games at the Hamilton Club, of which he is one of the founders and vice-president. Whist is his chief relaxation from the cares and labors of the day. The Hamilton Club House, by the way, is said to be the finest in this country devoted entirely to whist.

d on Forty-first street, near
:, and was built in 1889 from
s drawn by one of its own
ers — William H. Kimball.
Captain Walton and his fel-
:mbers are always ready to
a cordial welcome to visiting
players, and here, too, some
most famous of whist-players
rly congregate.

hington Trophy.—A trophy
ted to the Woman's Whist
: at the first annual congress,
elphia, 1897, by the women
shington. The trophy is in
hape of a silver shield,
:d with card emblems, beau-
enameled, and inscribed:
The Washington Trophy,
L., Championship Won by
" It is to be competed for
:h annual congress of the
:, and must be won three
:n order to entitle the winners
manent possession. At the
ongress of the League, in
1897, it was won by the team
from the Trist Whist Club,
ladelphia—Mrs. Frank Sam-
Irs. Rodman Wister, Mrs.
e L. Ellison, and Mrs. Harry
in.

k Move.—A misplay based
rror of judgment, which gives
)posite side an advantage.
stance, it is a weak move to
rom ace and king with no
cards in suit. It is a weak
o force your partner, if you
ak in trumps.

rettiest games, both at chess and
rise from a weak move of the ad-
—*Westminster Papers* [*L+O.*].

kness.—The poor quality of
at whist which makes it in-
ble for the holder to play an
ggressive game; lack of high
nd trumps necessary to win.

Mathews, as early as 1804, said: "Conceal weakness as far as possible."

Weakness, as soon as learned by the adversaries, must be taken advantage of in their play. The strategy of weakness, therefore, is concealment, as long as possible, from the opposing players, a reliance on partner to take the initiative, and a readiness to sacrifice the weak hand in an endeavor to benefit him.

Lead to the weakness of your right-hand adversary. We have seen fairly good whist-players, in great number, just fall short of a strong game by failing to appreciate the tremendous advantage of this truth.—*Cassius M. Paine* [*L. A.*], *Whist, November, 1892.*

Weak Suit.—A suit which is devoid, or nearly so, of high cards, and is very poorly suited for an opening lead. A suit may be weak in the number as well as the quality of the cards held in it. On the other hand, a long suit may be much weaker than a shorter suit containing high cards. Weak suits are generally the most vulnerable points of attack. (See, "Short Suit.")

There is no information at whist more useful than that which tells where the weak suits of the enemy lie.—*R. A. Proctor* [*L. O.*].

West.—The player who is the partner of east, at duplicate whist; the fourth hand, or "Z," on the first round of a game.

"Westminster Papers."—A monthly journal devoted to whist, as well as chess and other games, which was owned and edited for eleven years by Charles Mossop. It was first started in the interest of chess, but whist was made its main feature when Mr. Mossop was placed in control, which was shortly after its birth, the first number being issued

in April, 1868. The contributors were mainly from the Westminster Chess Club, which had rooms in the Caledonia Hotel, Adelphi Terrace, London, but in the course of its brilliant career contributions, we are told, also came to it "from India, Siberia, Jamaica, Pernambuco, with a host of communications from the United States." The journal was discontinued by Mr. Mossop, in 1879, owing to his entrance upon public office, which claimed all his time.

Wheelock, Miss Kate.—The first woman to teach whist professionally in America; also, the leading whist-player as well as teacher among her sex, and a whist author of note. She is a native of Green Bay, Wis., but was a resident of Milwaukee when, in the year 1886, she first gave evidence of her remarkable aptitude for teaching. In response to our request for an accurate account of her first experiences, and her career as a teacher, up to that time, she said, in 1895:

"I belonged to a whist circle composed of twelve ladies, which met one afternoon in each week. Three of the members were considered good players, myself among them, and we soon found ourselves in the position of acting as instructors for the rest. The royal road to learning proved pleasant, and it was suggested that we place it upon a professional basis. Having had more experience in business than the others, I was chosen as instructor. At first I refused the offer, but later accepted, and was fortunate enough to interest my pupils. As they began to realize the intellectual part of the game, they soon discovered it was not merely an idle pastime, but quite the contrary. My classes multiplied, and soon I had more than I could teach. Miss Gardner, Boston, began teaching the g in the East at nearly the same t At that time the teaching of w was almost unheard of, as it ha been taught for nearly a hun and fifty years, or since the ti Hoyle. When it was revive opened up a new avenue of w peculiarly suited to women, so at present there are many inst ors of whist.

"My personal experience been delightful. After teachi Milwaukee four years, I bega the fifth year, to devote one da the week to Chicago, and af few weeks discovered that it w be wise to permanently re there. My teaching, both in waukee and Chicago, was very quietly, having four in a c and teaching in the home of of my pupils. I taught both and women, having more wo than men. Within the past e een months, I have twice taugh most of the principal cities f the Atlantic to the Pacific, as as in many of the smaller ones

On January 19, 1895, Miss Wh lock was made an associate mem of the American Whist League high tribute to her skill, as she the first woman so honored the third congress, in Chicago 1893, she played in one of whist matches with Walter Barnes as partner, and in the congress at Philadelphia, again played, winning seven in a match with Robert H. Wel as partner.

The first one of her tours ac the continent occurred early 1894, and in San Francisco pupils outnumbered those East. She relates an inci which illustrates how her rep as a teacher and player had p ceded her. Tired and travel-wo

reached Portland, Oregon. No paration had been made for her iing—and, as she expressed it: did not know a soul in the ce; so you can imagine how I when I found away off there a b, composed of sixty women, ed the Kate Wheelock. It was most touching compliment I r had paid me." Many other be have since been named in her ior.

Miss Wheelock has taught in ry State in the Union from the antic to the Pacific, her pupils nbering over four thousand. er her first California tour was ed, she first gave lessons in oklyn, then in Philadelphia. : made a second trip to the ific coast in 1895, traveling n the extreme southern point, Diego, to Portland, Oregon. ras upon the termination of her r in San Francisco at that time t her pupils presented her with ruby and diamond ring which always wears, while her Oak- l scholars gave her a pin con- ing of a four-leaved clover set earls and diamonds.

he title of "the whist queen," which she is popularly known, conferred on her by "Caven- ı," with whom she played in ton, during his first American r, in 1893. The great esteem in ch she is held by the members he American Whist League, in se interests she has been an iest and indefatigable worker, appear from the following in- ent. At the fifth congress of the gue, at Minneapolis, in 1895, President Eugene S. Elliott l: "I was told, just before ris- , that the 'daughter of the gue,' Miss Kate Wheelock, de- d me to speak, which reminds that the 'daughter of the gue' is about leaving us for Europe, where she will meet our honorary members, 'Cavendish,' Pole, and Drayson, and I move you that, by her hands, we send the regrets of this congress that they are unable to be present, together with assurances of our esteem and sincere regard." This was loudly applauded and unanimously adopted. Miss Wheelock delivered the greeting in due time, and that she also made a most pleasing impression in England is shown by the following extract from a letter of regret at his inability to come over and attend the next congress of the League, sent by General A. W. Drayson: "It would really be worth a trip to America to see Miss Kate Wheelock, whom I had the honor of meeting here, and whose intellectual intensity was delightful."

Besides the American Whist League, the Pacific Coast Whist Association and the New England Whist Association have also elected Miss Wheelock an associate member. She is an honorary member of a large number of whist clubs throughout the country.

In the line of whist authorship she made her first beginning with a small whist catechism, entitled, "The Fundamental Principles and Rules of Modern American Whist Explained and Compiled by a Milwaukee Lady." It was published anonymously, in 1887, by the passenger department of the Chicago, Milwaukee, and St. Paul Railroad, and ran through three editions of many thousands of copies in the aggregate. Her next effort was "Whist Rules," published in 1896, in which her ideas were set forth in a manner that largely reflected her method of teaching, based on the long-suit game, with American leads and other modern conventions. The idea was to supply a book of in-

structions especially adapted to the wants of women whist-players, and it met with great favor, so that a new and partially revised edition was published in the fall of 1897.

The question, How does Miss Wheelock teach whist? is one that is of interest to every lover of whist. In addition to her pupils, other teachers are frequently among her listeners, and are always freely welcomed by her. She believes in making knowledge accessible to all, and always has a word of encouragement for those who try to learn, and properly fit themselves for the instruction of others. In order that an authentic and permanent record of her method of teaching might be made, we recently asked Miss Wheelock to give us her own description, which she did, as follows:

"At present (1898) I teach four, six, and eight pupils at a time, and, upon rare occasions, twelve and sixteen. My method of instructing them varies according to their advancement. If beginners, I first teach them when the trump and plain suits are led the same; then the rules for the five high cards, and fourth-best card lead. After dealing certain hands, they are required to find the suit and card to lead. I always give the reason for the rule. After a time the four at table begin playing a hand, applying the rules they know; and then second and third-hand plays, and rules for returning partner's suit, etc., are started. As my pupils advance I give them during the lesson, besides the hands they deal, a few hands selected for the purpose of illustrating some point in play which they have recently been taught, as well as to begin their inference drawing.

"With those who are more than moderate players I can discuss the innovations of the day, not ig ing the fact that from them s good will come; but my advic not to try them until the ex players, and those in author have proven which are trick- ners. One of the best selec hands I have is taken from 'W With and Without Perception,' 'B. W. D.' and 'Cavendish.' hand number one, with two va tions."

We give the play of the h herewith in one table, without extended comments which ma found in the book. Miss Wheel employs the method of the bo which is to expose Y's hand f and then show the play, trick trick, with explanations and weighing of probabilities, pro con, as to the cards in the ot hands. The hand as played in entirety, the first time, shows h tricks may be lost through want perception, without any ridiculou bad play. The three of clubs turned by Z:

Tricks.	A	Y	B	Z
1	Q ♢	K ♢	A ♢	6
2	♣ Q	♣ 4	♣ 2	♣ 3
3	♣ 7	♣ 9	♣ K	♣ A
4	2 ♠	Q ♠	K ♠	6
5	10 ♢	♣ 10	7 ♢	8
6	7 ♠	A ♠	3 ♠	8
7	♡ 2	4 ♠	5 ♠	10
8	♡ 4	9 ♠	♣ 6	J
9	3 ♢	♣ J	♣ 8	♣ 5
10	♡ 9	♡ 5	♡ A	♡ 8
11	J ♢	♡ 6	2 ♢	9
12	5 ♢	♡ 7	♡ 3	♡ 10
13	4 ♢	♡ Q	♡ J	♡ K

Score: A-B, 8; Y-Z, 5.

is played the hand fairly
id drawn certain inferences
ly, but he has failed in the
whist strategy of putting
ormation together with in-
ice, and loses two where he
o win the odd trick, as will
when the hand is played
erception, beginning with
a trick, where B leads:

A	Y	B	Z
10 ♢	♡ 5	7 ♢	8 ♢
J ♢	♣ 10	2 ♢	9 ♢
7 ♠	A ♠	3 ♠	8 ♠
3 ♢	♣ J	♣ 6	♣ 5
4 ♢	4 ♠	5 ♠	10 ♠
5 ♢	9 ♠	♣ 8	J ♠
9	♡ Q	♡ 3	♡ 8
2	♡ 7	♡ J	♡ K
4	♡ 6	♡ A	♡ 10

Score: A-B, 6; Y-Z, 7.

econd variation, again com-
g with trick five, is as fol-
leading, as before:

A	Y	B	Z
2	♣ 10	♣ 6	♣ 5
7 ♠	A ♠	3 ♠	8 ♠
4	4 ♠	5 ♠	10 ♠
3 ♢	9 ♠	♣ 8	J ♠
10 ♢	♡ 5	7 ♢	8 ♢
J ♢	♣ J	2 ♢	9 ♢
9	♡ Q	♡ 3	♡ 8
4 ♢	♡ 7	♡ J	♡ K
5 ♢	♡ 6	♡ A	♡ 10

Score: A-B, 6, Y-Z, 7.

arly four years ago," con-
Miss Wheelock, "I con-
ceived the idea of departing from the present method of teaching whist for beginners. Instead of dealing hands for them to play at a table, I proposed substituting stereopticon pictures, which should illustrate my lectures. I feel sure I can instruct more beginners within a given time, by means of lectures illustrated with fac-simile whist-hands thrown upon a screen, than in any other way. When I was in Portland, Ore., in April, 1895, Miss Annie Blanche Shelby urged me to give the lectures in the club-room offered me by the men. At first it did not seem possible for me to make the lectures interesting without the pictures, but I consented to try, and gave three. They were successful, and convinced me that the line I was working on is a good one. I repeated with success the same lectures in Seattle, Washington. But it was not until the spring of 1896 that I had good results in the way of pictures. Being new to the photographers, the progress made was necessarily slow. At one of the homes in Morristown, N. J., in 1896, I gave the first talk with the pictures, and was pleased to discover that, with the colored fac-similes of the cards thrown upon the screen for the pupils to look at, I could get much better answers to my questions than at the table.

"At Providence, in March, 1897, I gave the first public lecture under the auspices of the Athletic Club, and the following April gave a lecture in Brooklyn, dividing the proceeds with a charity which the patronesses of the lecture were interested in. While the pictures and lectures were successful, it will be nearly another year before I can get my plan in full working order, just as I wish it. I have it ready for beginners, and use it in my class work, but I want it for ad-

vanced players as well. I want one hand exposed, and each card played on the screen, the trick to disappear and another to be started, as in regular play. With the little time I have at my disposal, it is hard to tell when it will be completed."

The idea is a most ingenious, original, and important one. It promises so much for the better instruction of whist pupils that we sincerely hope Miss Wheelock will not fail to push it to completion. In these days of kinetoscopes, biographs, and various other kinds of moving pictures, it certainly seems feasible to throw the cards of a hand upon a screen, in their natural colors and in their proper order of play. The whistograph (if we may be permitted so to name it) is the invention of Miss Wheelock, and must be perfected for the glory and advancement of the game. We had the pleasure of inspecting her present mode of throwing the hands upon the screen, during her fall term of instruction in Philadelphia, in November, 1897, and while the idea is as yet only carried out on a limited scale for beginners, it is extremely attractive, commands attention at once, and impresses upon the beholder in the strongest manner the cards, situations, and plays referred to in her lecture. It marks a distinct advance in the art of teaching whist.

Miss Wheelock's method of teaching is her own; the whist she teaches is that of "Cavendish."—*Whist* [*L. A.*], *July, 1891.*

Miss Wheelock has since earned a very wide reputation. * * * She has turned out many distinguished pupils, and is known by the name of the "whist queen."—*William Pole* [*L. A.*], *"Evolution of Whist."*

"Daughter of the league" and the "whist queen," as she was first called by "Cavendish," are the two names by which Miss Kate Wheelock is universally known. Her reputation as a woman whist-player is unquestioned, and higher compliment can be paid to one her sex than to tell such a one that plays just as strong a game as Mr. Wheelock.

The pioneer in teaching the game, perseverance made easy the path others to follow. Her success as a tea is largely due to the fact that she pos es a peculiar talent for imparting kn edge, added to what General Drayso speaking of her, calls "her intellect intensity." Her charm of manner, g personal magnetism, and simplicity character, are among the attributes have assured her success as a teac and made her beloved as a woman.

With a singular modesty in one stands high in the esteem of such mas at whist as "Cavendish," Trist, and Dr son, and who is eagerly sought as a p ner, Miss Wheelock claims that her lies not in playing, but in teaching *Margaretta Wetherill Wallace* [*L. A. Vogue, January and July, 1897.*

"Whisk and Swabbers."—A name given to one of the primiti forms of whist. The "swabber consisted of the ace of hearts, t jack of clubs, and the ace a deuce of the trump suit. (See "Whist, History of.")

Whist.—A game of cards of En lish origin gradually evolved fr several older games which su ceeded each other under the na of triumph, trump, ruff and h ours, whisk and swabbers, whi and, finally, whist. Most dictio aries correctly agree with Webs and Worcester that whist is called because of its requir silence and close attention. T Century Dictionary and some oth authorities say this is an error, b cause the game was original called whisk, in allusion to t rapid action or sweeping of t cards from the table as the tric were won. This seeming cont diction can easily be harmoniz if we bear in mind the evoluti of the game and the fact that wh whist was as yet only whisk, it w undoubtedly played with the ca

sterous action which char-
l the latter. But in its
velopment, when whisk be-
ıist, and was lifted from its
ıurroundings, it no longer
whisk, but whist, and was
ger played as whisk, but
In other words, the new
equired a new name, and
name hit upon, by design
ent, was the best that could
have been selected. It
hat henceforth silence and
tention were necessary for
er play. And this is more
er true to-day, when whist
by some to be not only an
a fine art, as well as a sci-
See, also, "Whist, History

nents of the Game.—For
efit of the novice we may
at whist is played with a
t of fifty-two cards, by four
two of them as partners
he other two, also partners.
hip is determined by agree-
cutting. If by agreement,
ers, one on each side, cut
; if by cutting, the two who
lowest cards become part-
l the first deal belongs to
er who cut the lowest card.
cks, of different color or
are generally used in deal-
by each pair of partners.
ves time, one pack being
while the other is being
At the clubs the use of two
an invariable rule.
the pack is shuffled, the
n the right of the dealer
d the dealer, beginning
e player on his left, deals
l at a time to each player
ack is exhausted, the last
ng turned up on the table
ight hand, where it must
until it is his turn to play
first trick. This card is
as the trump card, and the
suit to which it belongs is the trump suit; the other three suits are known as plain suits.

The thirteen cards belonging to each player are known as his hand, and the term is also applied to the player himself; as, "second hand," "third hand," "fourth hand." The eldest hand, or player on the left of the dealer, begins the play by placing one of his cards, face upward, upon the table. The three other players each play a card to it in rotation, commencing with the second hand, or player to the left of the leader, the dealer being the last to play. Each is obliged to follow suit—that is, play the suit which was led, if he can—the failure to do so being known as a revoke, and involving a penalty. If a player is unable to follow suit he is at liberty to play any other card he pleases. The highest card of the suit led, or the highest trump played, takes the trick. The trick is gathered by the partner of the winner; the four cards are made into a packet, and placed, face downward, at his left hand, on the table. The tricks are laid one upon another, but a little overlapping, so that they may be easily counted. The winner of the first trick becomes the leader, and the routine is continued until all the cards are played.

Inasmuch as the pack consists of fifty-two cards, and four cards constitute a trick, there are thirteen tricks in all. A game, in America, consists of seven points, and each trick above six counts a point upon the score, the score being the record of the number of points thus made. The nearest approach to an equal division is six points to one side and seven to the other. In such case the latter are said to score the odd trick. If the tricks are less evenly divided the winners score

two, three, or more points, as the case may be. In the rare event of either party winning all thirteen tricks they score seven by tricks, and their performance in such case is known as a slam. Sometimes players prefer to play a certain number of hands during an evening, or sitting, and to keep a record of all the tricks won and lost by each side, the side having the highest score winning. Where more than one table is engaged in such contest, as in a club in which ladies and gentlemen meet socially and play, prizes are frequently awarded to the couple making the best score.

In play, the ace is the highest card; the king, queen, jack, and ten being also high cards; the nine to two inclusive are low cards. The ace, king, queen, and jack of trumps are called honors, but have no special value as such in the American game. (For information concerning laws, penalties, etc., see, "Laws of Whist.")

After the hands have been dealt, arrange the cards in each suit, according to their value from lowest to highest, for convenience, and in order to avoid mistakes. Then count your cards and see that you have the full number you are entitled to. Practice will enable you to attend to these little details with much less loss of time than is occasioned by a player who holds his cards all mixed up, and is continually fumbling them over to see what he has.

The Lead, or Play of First Hand.—You are now prepared to lead or to play to a lead made by some one else. The opening lead is especially important, as it conveys information to partner, and largely determines the character of the game, whether bold or cautious, offensive or defensive.

Your first, or original, lead shou as a rule, be made from your lo est or strongest suit. Pole, "C endish," and other advocates of t long-suit game, particularly fa the longest suit, and never le from a suit of less than four ca if they can possibly help it. E exceptional cases, what are kno as forced leads are provided. Th are made from short suits—s suits containing three cards less. Some players make freq use of leads from short suits, a are known as short-suiters. T beginner will do well first to mas the long-suit game, which is t fundamental method of play whist. (See, also, "Long-S Game," "Short-Suit Game," a "Strengthening Cards.")

In a general way, we may gi the following advice: Your fi or original, lead should be fr your strongest suit. Should y have *six or more trumps* in a su lead them first of all. Your ne choice would be to lead from a *trumps*, unless they are low, a you have no good cards in yo other suits. The next best le would be from *four trumps*, pr viding you have at least two a suits containing high cards. If y have none of the above condi tions, lead from your *best plain* s of five cards or more. Not havi such, the next most desirable le would be from *four trumps*, wi three cards in each of your pla suits, especially if your trumps a high ones. Your next best cho is to lead your *best four-card* su If the four cards are low ones a you have no strength in trump lead from your *best three-card* s in preference.

If your best suit was opened b your right hand adversary, lea you had a chance to lead it, lea from your next best suit.

er lead a singleton as an orig-
ead from plain suits until
ave advanced far enough in
me to be able to set all rules
n exceptional or critical situ-

In trumps, it is sometimes
ered permissible to lead a
on if the rest of the hand
ns very high cards in all plain

pening your long suit, as the
and or original leader, you
lead your cards, first and
round, in a manner that will
positive information to your
r concerning your hand, in
that he may shape his play
ingly. You can do this by
of what are known as the
ıds (*q. v.*), or the American
q. v.). The latter are very
ively used in this country.
ir means you accurately tell
artner the number and char-
f the cards in your best suit.
is a partnership game, and
st be played by utilizing the
es of both hands, each player
g not only the thirteen cards
own hand, but, as far as pos-
the twenty-six cards em-
in the partnership. The one
as the stronger hand takes
tiative, and the other assists
l he can.
ing led from your best suit
ntinue to do so unless it
be found disastrous; as, for
e, if an adversary is out of
it and ready to trump it, or
r is weak and right-hand ad-
stronger than you. In
ning the suit you can lead
ur trumps to prevent adver-
m trumping in; or lead from
ext best suit; or return your
r's suit if he has led; or lead
pened by your left-hand op-
, if right-hand opponent ap-
weak in it; or, if weak in
, as a last resort, lead a sin-
gleton or the remaining card of a suit which has been around but once.

In returning partner's lead, play the master card at once, if you hold it; otherwise, indicate your own best suit by leading from it before returning his lead, unless you have but one card of his suit left, and wish to trump it. With an original suit of three or less, you return partner your best, and with four or more you return your lowest. Return his trump-lead, or lead trumps in response to his signal, at the very first opportunity. (See, "Trump Signal.")

Play of Second Hand.—Second hand low is a general rule which it is well for beginners to follow, but there are important exceptions to it. Among these are the following: If you hold the master card, take the trick. If you hold a sequence of high cards, put the lowest of the sequence on a high card led. Cover an honor led with the ace, if you hold it. If you hold king, queen, or jack, and one small card only, cover an original lead of a nine or higher card; otherwise, play low. In case a low card is led, play a high card if you hold an original combination from which a high-card lead is proper; otherwise, play low. The foregoing exceptions apply equally to plain suits and trumps, except that in trumps a more backward game is played, as trumps win on their merits at any time.

If strong enough in trumps to lead them, were you in a position to do so, it is generally right to signal to partner.

If you are strong in trumps, refrain from trumping a doubtful trick, second hand, which will be understood by partner as a signal to lead them; but if you have but few trumps, use them freely in trumping plain suits. With great

trump strength (holding six or more), trump in and then lead trumps.

Play of Third Hand.—Third hand high is a good general rule to follow. On partner's lead of a low card from a strong suit, you play your highest card (or the lowest of a sequence of high cards). There are exceptions, however, and among these are the following: With ace, queen, jack, and low, you finesse with the jack; and with ace, queen, and low, you finesse with the queen. You do this hoping that the next higher cards are on your right, and that if you win the trick you can lead your highest and probably make a gain thereby.

On partner's lead of a high card you generally play low, except that if you hold the ace and he leads the ten, you cover with the ace. If the second hand plays over partner's lead you, of course, try to play higher.

In general you must strive to win the trick, if not already secured by partner's lead, but take it as cheaply as possible. Also remember to get rid of your high cards in your partner's suit, as soon as possible, in order that you may not block it for him. See, "Unblocking.") It is well to retain a small card in partner's strong suit, so as to be able to lead it to him as a card of reentry, should he need it in order to regain the lead.

On the second round of a suit it is generally safer to play the winning card than to finesse.

Play of the Fourth Hand.—The fourth player has, with few exceptions, merely to win the trick, if against him, and should win it as cheaply as possible; if unable to take the trick, play a low card, unless calling for trumps. Having none of the suit led, trump the trick, if against you; otherwise, discard. The exceptions to the eral play for the fourth hand in advanced strategy, when, ing the progress of the game, position of the cards calls for special play; as, refusing to the trick in order to place the with your opponents, to you partner's advantage; or, playi high card on a higher lead to taking a subsequent trick for same reason, or so as not to partner's suit. At times, how it may be policy for you to tak trick already partner's, so as to high cards out of his way, or to give you the lead when it is portant for you to have it.

Concerning the Discard.—W you cannot follow suit, and do wish to trump, or cannot tr you must discard from some suit other than the one led. general rule is to discard first your weakest suit, unless the ponents have shown superiori trumps by leading or calling them, when your first dis should be from your best-prote suit, generally your strongest cards after the first require and judgment, and should be the purpose of protecting strengthening the hand as muc possible.

When you are obliged to dis from a suit of which you have tire command, you inform par of the fact by discarding your card. The discard of the sec best card of a suit indicates you have no more of that suit.

In discarding do not ungard honor, as it might be made to a trick. Do not leave an ace or lore, as by so doing you block partner's suit or find you obliged to take a trick when would be better for partner to and get the lead. Do not discar singleton early in the game, as

may need it to play to partner and give him the lead.

Management of Trumps.—The special uses of trumps are: (1) To exhaust and disarm your opponents, and prevent them from trumping your winning cards. (2) To trump in and take the trick from the adversaries. (3) To obtain the lead. (4) To stop a cross-ruff. (5) To play the same as plain suits for the purpose of making tricks.

When you are strong in trumps, but do not have a chance to lead, give the trump signal, or call, to partner by playing an unnecessarily high card followed by a lower one. (See, "Trump Signal.") When partner signals for trumps, lead them at the first opportunity; and if you hold four or more, inform him by means of the echo. (See, "Echo.")

Here are some trump maxims which should always be borne in mind:

Force your partner, if you are strong in trumps, or he is weak, the idea being to enable him to take tricks with his trumps, which otherwise would be lost when trumps are led.

Do not trump a doubtful trick, if strong in trumps; use them to exhaust opponents' trumps.

Force a strong trump hand of the adversary.

Stop leading trumps when an adversary has renounced, and then endeavor to make your own and partner's trumps separately.

Lead from three trumps or less to stop a cross-ruff.

Finesse deeply in trumps.

With three trumps or less, trump freely.

Do not forget to return partner's trump-lead as soon as possible.

There is as much art in whist as in diplomacy.—*Prince Metternich.*

Whist is a language, and every card played an intelligent sentence.—*James Clay* [*L. O+*].

Whist is a game of calculation, observation, and position or tenace.—*Thomas Mathews* [*L. O.*].

Whist, sir, is wide as the world; 'tis an accomplishment like breathing.—*Robert Louis Stevenson.*

The greatest pleasure in life is winning at whist; the next greatest pleasure, losing.—*Major Aubrey.*

Whist is the gentleman's game, the scholar's recreation, the thoughtful man's amusement.—*C. E. Coffin* [*L. A.*].

Whist is the best game of mingled skill and chance ever devised. All others, by comparison, are within narrow bounds. —*G. W. Pettes* [*L. A. P.*].

Whist, properly played, is the finest of all card games; perhaps—not even excepting chess—the finest of all sedentary games.—*R. A. Proctor* [*L. O.*].

Whist, as now practiced, after nearly three centuries of elaboration, stands unrivaled at the head of all indoor recreations.—*William Pole* [*L. A+*].

Whist is assuming the position of a great social element which Mr. Herbert Spencer will soon have to reckon with in his principles of sociology.—*William Pole* [*L. A+*], *Whist, February, 1896.*

Whist, when scientifically played, is essentially a game of inferences, rapidly drawn, from adherence to recognized leads or enforced deviations.—*Frederic H. Lewis* [*L. O.*], *The Field, Feb. 15, 1879.*

Whist, for the majority of players (those who neither live to play whist nor play whist to live), must ever be not so much a Greco-Roman struggle of intellects as a pleasant recreation and amusement.—*Emery Boardman* [*L+A.*].

A man may play whist for several weeks. He will then find it necessary for him to apply his knowledge for three or four years before he discovers how difficult a game it is.—*Deschapelles* [*O.*], "*Traité du Whiste*" (*fragment of chapter xv.*).

Whist excludes all thoughts of everything except itself, banishes for the time all the cares, perplexities, and anxieties of daily life, and hence becomes for the professional man, the business man, the mechanic, or the laborer, in a degree known to no other amusement, renovating, refreshing, restful.—*Col. W. S. Furay, Whist, March, 1893.*

Whist certainly cannot boast the lineage of chess. But among civilised beings it is admitted that the simple accident of birth should be no bar to social distinction. * * * It is the glory of whist that

it has broken through the ties of caste, and that it owes its present position, as the king of card games, entirely to its intrinsic merits.—"*Cavendish*" [*L. A.*], "*The Whist Table.*"

The simplest aims [of whist] are: (1) To bring in either your own or your partner's powerful suit. (2) To trump with one hand and make with the other, alternately. (3) To establish a sustained cross-ruff. (4) Merely to win the odd trick in any way, in a close contest. (5) To make the *only* odd trick with the least risk. (6) To defeat your opponents' attempts to carry out any of the above five aims for themselves.—"*Aquarius*" [*L. O.*]. "*The Hands at Whist*," 1884.

The following amusing explanation of the origin of the word whist is translated from a French work on the game: "At a time when French was the current language in England, the people had become so infatuated with one of their games at cards that it was prohibited after a certain hour. But parties met clandestinely to practice it, and when the question, 'Voulez vous jouer?' was answered by 'Oui!' the master of the room added the interjection, 'St!' to impose silence. This occurred so often that 'Oui-st' became at length the current appellation of the game!"—*Anon.*

"Whist."—A monthly journal devoted to the game, started in June, 1891, at Milwaukee, Wis., where it is regularly issued. Its projectors and publishers were Eugene S. Elliott, Cassius M. Paine, and George W. Hall, who associated themselves under the name of the Whist Publishing Company. Mr. Hall died on October 2, 1891, and the enterprise was continued by Messrs. Elliott and Paine until 1896, when Mr. Paine became sole proprietor.

Whist was the outgrowth of the first congress of the American Whist League, which was held at Milwaukee in April, 1891, and was made the official organ of the League. It has from the beginning prospered under the excellent editorial management of Mr. Paine, who is a firm adherent of the "Cavendish" school of whist, including the long-suit game and American leads. This has not p vented him from giving a full a courteous hearing in his journal those who uphold other theor His position is tersely stated as f lows, in *Whist* of April, 1897:

"Because we have not railed the short-suit system of play whist, some of our readers seem think that we have given a t approval to that style of game. is scarcely necessary to point the fallacy of such an infere We have but to refer to our answ to questions of play under heading of 'Whist Catechism,' show our position; and referri thereto cannot fail to convince observer that we adhere in gene to the conservative principles the game.

"But notwithstanding that approve of and are firmly attach to the long-suit game, we have it our duty to be fair to the sho suit school, and so have given votaries equal opportunity to p sent their arguments and dec their faith, because we want readers to gain a full understan of both sides of the controver and decide the question for the selves as far as possible. In do so, we would suggest to them t it is evidence of a higher mind search for reconcilement rat than for contradiction. When difference between alternat propositions is so small as to le the judgment in doubt, it can m ter but little which side is espous Instead of proceeding in this wa the expounders of the differ methods have seemed to over that the two schools are in rad opposition to each other, even minor details, and they appear hold it a crime for either to bor from the other. This is all wro Let us look at the matter a li more thoughtfully, and a great d

e contention will be cleared . One has but to read 'Cav-ih' to discover that after laying i the principles of the long-game, he deals largely in short-actics under the considerations ategy and perception. It is pinion that after the opening the development should guide play almost entirely, and this iple allows a range of tactics h is only limited by the al-illimitable combinations of ards." (See, also, "Paine, C.

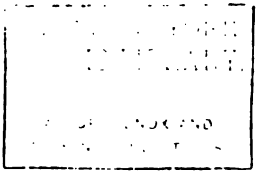
r soon after the formation of the can Whist League, a monthly jour-*Whist*, which is devoted exclusively game, was started in Milwaukee. rst number appeared in June, 1891, has been the *vade mecum* of whist-s ever since, being now the official of the League. It is edited by Cas-. Paine, and has so far followed the n in whist matters, being in its years a devoted supporter of the er-showing school, and having no weight in confirming the tenden-f American whist-players in that on.—*R. F. Foster* [*S. O.*], *Monthly ator, 1896.*

n this journal was established, early four years ago, a very zealous nan, himself a writer of no mean , predicted that the venture would lie of inanition, and probably he t alone in thinking that the game too limited scope to justify pro-l discussion. It did seem then as ar or two of debate would be suffi-o settle all disputed points, when, here would be nothing left to quar-out. *Whist* must needs stop talking. know better now. We know that l of subjects of discussion becom-thausted, the horizon of our dis-is continually enlarging, and that ordy wars will never end so long ividuals have individual eyes and lual brains.—*Whist* [*L. A.*], *March,*

is natural, as whist had become so r in the States, that it should be up by the press. There had for time been "whist columns" in the apers; but after the first congress thought desirable to start a special for it. Accordingly, in June, 1891, was published in Milwaukee the umber of a handsome large quarto ical, entitled, "*Whist*, a Monthly Journal Devoted to the Interests of the Game." And on the occasion of the second congress, this was adopted as the accredited organ of the American Whist League. It has appeared regularly since, and contains matter of much interest: Notices of the congress proceedings; essays on all kind of topics affecting the game; contributions and letters from whist-writers and whist-players; portraits and biographies; examples of hands and interesting situations; discussions of difficult and controverted points; club news and announcements; and generally a monthly repository of whist jottings. The advantage of such a journal in keeping up the interest in the game is highly appreciated, and the author of the present work has to acknowledge much information and many extracts from it in regard to whist in America. The journal is ably conducted by Mr. Cassius M. Paine, a well-known whist-player in Milwaukee. — *William Pole* [*L. A.*+], "*Evolution of Whist.*"

Whist Analyst.—One who possesses the ability to critically analyze any whist-play for the purpose of establishing its merits or demerits. The analytical faculty is possessed by all the leading writers on the game, and by expert whist-players generally, to a greater or less degree. In England the names of "Cavendish," Clay, Pole, Drayson, Proctor, and Whitfeld stand out prominently among modern whist analysts, and the first-named is undoubtedly the greatest England has ever produced.

In America there are many whist analysts of fine ability, as not only the books on the game originating here, but the daily, weekly, and monthly whist discussions in the press testify. Among the names which will readily occur to any one familiar with the history and literature of the game in this country are those of N. B. Trist, C. D. P. Hamilton, John H. Briggs, Milton C. Work, George L. Bunn, R. F. Foster, Fisher Ames, John T. Mitchell, Charles M. Clay, E. C. Howell, Bond Stow, Emery Boardman, W. S. Fenollosa, and others. Not



of whist would furnish good for the law." This idea was quently enlarged upon by Warren, in his "Popular In- tion to Law Studies." Here ls the student that he may his amusement take a share ructing his mind. Whist is l out as one of the games ated to aid in the formation skilled lawyer. "It can in- he says, "habits of patient gilant attention, cautious cir- ection, accurate calculation, recasting of consequences." opinion such a diversion as would constitute to many "the first and best step to- mental discipline." In its e would be found "the ef- correctives of an erratic and e humour — very pleasant aluable auxiliaries."

his country the value of whist educator is generally recog- and the minds of the rising ition are largely benefited by e tuition and training in the

But many would go further his. Mrs. M. S. Jenks, the nown whist-teacher, made an t and able argument in the go *Inter-Ocean*, of October 9, in favor of adding instruction ist to the curriculum in the schools, this being, so far as ow, the first public advocacy ch a course. Mrs. Jenks d how admirably the game alculated to promote the three aims of education, which, ac- ig to President Eliot, of Har- are: (1) close observation; ccurate recording; (3) cor- iference. In a paper read at urth whist congress, and pub- in *Whist* for July, 1894, P. mey, of San Francisco, also ated the idea, chosing for his t the title, "Whist in Our rsities." *Whist*, in comment- ing on Mr. Tormey's paper, says, among other things: "It may seem reckless to make the assertion, but we maintain and believe, and can easily prove, that the proper study of whist affords higher and more satisfactory mental discipline than is obtained by the great majority of studies embraced in the curricu- lum."

As a means of cultivating the perceptions and the reasoning faculties, I have long maintained that whist was a better means than many of the so-called sciences.—*A. W. Drayson* [*L.+A.+*].

Parents obtain foreign professors to teach languages, dancing-masters to teach dancing, that their children may shine in society, but never think that whist should be learnt like other elegant attainments.—"*A. Trump, Jr.*" [*L. O.*].

He [A. G. Safford] has for many years advocated the study and practice of the game as a means of mental discipline, believing it to rank among the potent factors in that regard, quite equal to the discipline of the higher mathematics, but yielding an education of a more useful character practically; that is to say, that of thinking and acting surely.—*C. S. Boutcher* [*L. A.*], "*Whist Sketches*," *1892*.

Whist, although a pastime and tending to increase social intercourse, is yet something more. It brings into action the faculties of memory, observation, judgment, patience, and knowledge of character, all of which are necessary as means of success in the world; thus whist, like some branches of mathematics, although not practically useful in everyday life, yet calls into action those mental qualities which every observing and reasoning person ought to possess.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist*."

Whist is a game of science, a game calling for the exercise of keen perception, watchfulness, memory, patience, and trust in the established laws of probability. It may sound like exaggeration to say that whist is far better calculated to develop the mind than many things at school, yet many a man can perceive a real gain to his mental qualities from whist practice, who would find it hard to recognise any good which he had obtained from learning how to write Latin verses, with due attention to the niceties of the *cæsura*. A course of whist-play is a capital way of training the memory, the power of attention, and the temper; but nine boys out of ten gain nothing from a course of practice in de-

termining the greater common measure, and the least common multiples of algebraic quantities.—*R. A. Proctor* [*L. O.*].

Whist Books.—See, "Books on Whist."

Whist Clubs.—A whist club is a club at which whist is played by the members of the organization and such visitors as may be admitted under the rules. The purposes of a club are to promote and advance whist in general; to develop and perfect the whist-play of its members, and also to promote good fellowship. The club is governed by a constitution and by-laws similar to those of other social clubs, with special provisions concerning whist. These include the election at each annual meeting of a whist committee, whose duty it is to arrange for contests within the club and with other whist clubs; to decide upon points of play and interpretation of whist laws and rules adopted by the club, whenever differences in relation thereto are submitted to them; and to institute any methods they may deem advisable to promote the efficiency of the players. This committee also provides playing cards and score cards. League clubs have a provision to this effect: "The laws of the American Whist League shall govern the play of this club in matches played at the club house. The whist committee shall not be called upon to settle any questions except such as arise under these laws and under the rules adopted by the club." Card playing for money is invariably prohibited by provision of the by-laws. Many of the American whist clubs are also incorporated by act of the Legislature of the State. Some of them, also, of recent years, provide a test for the admission of members, in addition to their good moral character. committee is appointed on playing abilities of a candidate being deemed a proper precaut in order that only those who derstand the game shall be adm ted. (See, "Admission to Clubs

Many clubs exist in America which whist is played, but is the main object. These are so clubs in which the game forms occasional recreation, or in wh a special whist coterie is formed members devoted to the game. some of these clubs whist is pla after the English fashion, w table stakes, but no club play for money can belong to the Am ican Whist League; and, besi such play is a violation of law if carried on must be done secre the same as other gambling. Th are other social clubs which hav duly organized whist club as adjunct, and many such wh branches are represented by me bership in the American Wh League. The League, at its ann meeting in 1897, had a total me bership of 156 clubs, of which sixty-six were independent wh clubs, and the rest social clu departmental whist clubs, chess whist clubs, and athletic clu The total membership represen by all the clubs was 11,735, whom 8655 were classed as act whist-players.

No other country under the possesses a network of clubs eq to the above, and to them must added hundreds of clubs compos exclusively of women, quite a nu ber of which already belong Woman's Whist League, which was organized in 1897. no other country is whist as po lar and as well played as in Am ica. Canada has a number of g clubs, which are forming an quaintance with one another

of the Canadian Whist
e (*q. v.*), which was organized
5, and promises to call many
clubs into existence "across
rder."
/hist clubs in England "Cav-
" said in an interview, dur-
s first American tour in 1893:
:ngland there are few whist
-in fact, I only think of three
zations formed solely for the
ıtion of whist. They are the
nd Club, the 'Cavendish'
Club, and the Turf Club.
ırse, whist is played in all of
neral social or political clubs,
e have no such system of
clubs as you have here. It
ıterest you to know that the
nd Club, which I have men-
, was established one hundred
x years ago, and is regarded
premier whist club of the
It now has a membership
o hundred." (See, also,
rican Game," and "Eng-
Whist in.")

he enormous increase in whist
nd membership represents but a
ı, numerically, of the vast numbers
nized who have been added to the
of whist-players in the past six
These constitute the players in
ne and social circles, and the pro-
of women is greater than men.
ıtration of this is a whist game, or
gotten up in Boston, in February,
ide money for the suffering poor,
h there were one thousand tables,
r thousand players, mostly ladies.
es S Boutcher [*L. A.*], "*Black Dia-*
xpress," *March, 1897.*

st Compared With Chess.—
is entirely a game of skill,
s such it is confined to the
Whist combines chance and
n such a manner as to make
taxing than chess to those
ish to play a simpler game;
et, in its highest developed
it affords as great a scope and
se for the mental powers as
In fact, scientific whist, and

whist as a fine art, require genius fully as high as that of the chess genius. Besides the element of chance, be it great or small, according to style of game played, the very nature of whist makes it more attractive. It is played with cards, in which there is the constantly recurring shuffle and deal, and play of the hands, until each game is won and lost. It is a game between four people, while chess is a narrower game between two. There is the added zest of partnership play, with legitimate intercommunication of play between partners; and there is the mystery of the concealed hands which, despite conventional signals, fall of cards, and shrewd calculations and inferences on the part of experts, always holds the attention to the close of the hand, and frequently presents many surprises. It is not difficult to see at a glance why whist is popular with high and low, with experts and poor players as well. It seems to fill a universal want according to the capacities of the players.

Many players who excelled at chess have given their preference and adherence to whist. Deschapelles, the chess champion of France at one time, is better remembered by his achievements at whist, being generally regarded as the finest whist-player that ever lived. In this country some of the leading whist authors and players likewise have won distinction at chess, C. D. P. Hamilton and R. C. Howell among others.

The changeableness of the known elements to which analysis can be applied is one of the special charms of whist, and it introduces variety of a kind to which there is no parallel in chess. At chess the moves are suggested by the application of analysis based on inspection; at whist the play results from exercise of judgment, based on observation and inference.—"*Cavendish*" [*L. A.*], "*Card Essays.*"

Whist is, without question, the best of our domestic games. The only other one which could lay claim to such a distinction is chess, but this has the disadvantage of containing no element of chance in its composition, which renders it too severe a mental labor, and disqualifies it from being considered a *game* in the proper sense of the word. Whist, on the contrary, while it is equal to chess in its demands on the intellect and skill of the player, involves so much chance as to give relief to the mental energies, and thus to promote, as every good game should, the amusement and relaxation of those engaged.—*William Pole* [*L. A.*+].

Another point which should be impressed on the mind of the student is that there is no possibility of settling most questions at whist by mathematics. All the conditions of the problem cannot be stated, because the combinations of the game are beyond computation. In a game like checkers, in which there are only twenty-four men, and all have equal powers, it is possible to analyze and record the results of every possible move. This has been done to such an extent that ninety per cent. of the games in important matches result in a draw. In chess this has been found impossible beyond the first ten moves, because the combinations of thirty-two men of widely varying powers is beyond the mental grasp of any one human being. When we come to whist, with its fifty-two pieces of various powers, and the additional complication of the trump suit, we reach the infinite.—*R. F. Foster, S. O., Rochester, N. Y., Post-Express, October 24, 1876.*

Whist Editors.—The game of whist occupies more attention and space in the American press than all other card games put together. It not only has a journal entirely devoted to its interests (*Whist*, of Milwaukee, edited by Cassius M. Paine), but many daily papers all over the country have whist columns or departments during the whist season. Many of the leading players are regular contributors to or entirely conduct such departments.

Whist has always received a large share of attention in the public prints. It seems to have been first treated as a regular pastime in the pages of the London *Sporting Magazine*, in 1793. "Cavendish" is the pioneer among modern w editors, having conducted the w and general card department in London *Field* since 1864. N came Charles Mossop, who ed the *Westminster Papers* (a mon journal devoted to chess, wh and other games) from 1868 to 1 *Knowledge* was the next in field, being started in London the late Richard A. Proctor, 1881.

The *Australasian*, publishe Melbourne, has maintained a w column for the past thirty y The *Indian Mail*, Calcutta g some space to whist every weel

In this country whist app to have been first regularly c mented upon and written a in the Boston *Daily Herald* whist department being condu by George W. Pettes, the autho "American Whist Illustrat who was also the first America publish an original book on game.

Early in the nineties, sho after the formation of the Amer Whist League, we find N. B. T of American leads fame, contr ing whist lore to the *New Sc* of New Orleans, Fisher Ames doing good work in the Br *Eagle*; C. S. Boutcher was wr graceful sketches in the Ea (Pa.) *Free Press*, John H. Br was doing valuable work in be of the game in the Minneap *News-Tribune*, P. J. Tormey i San Francisco *Chronicle*, Milt Work in the Philadelphia *Inqui* and Charles H. Doe in the Wor ter Mass.) *Gazette*. The lad too, were in evidence. Mrs. A E. Krebs was editing a whist partment in a San Francisco la and Mrs. M. S. Jenks had made enviable record in the Chicago *ter-Ocean*, no less an authority t C. D. P. Hamilton declaring t

lepartment, during the year
a half that she conducted it,
ined more good matter for the
ge reader than he had seen in
hist column in America.

January, 1898, we are able,
reports made to us from vari-
arts of the country, to give
llowing brief description of
hist situation in the daily

any, N. Y.—The *Evening*
nal publishes a regular whist
n, which was established in
1896, and appears every Sat-
. Howard J. Rogers, the
in charge, is a vigorous
pion of the long-suit game,
American leads.

timore, Md. — The *Daily*
has a whist department,
appears regularly each week,
the editorship of Beverley
mith, an expert player and
of ability. He is a lawyer
rofession, and upholds the
suit game and American leads,
certain modifications adopted
team.

falo, N. Y.—The papers have
gular whist departments, al-
h they all publish the scores
at local tourneys, and other
news.

ton, Mass.—The late George
ttes established the first whist
tment in this country in the
ld, six or eight years ago.
Herald's present department
tarted by E. C. Howell, the
short-suit author and expert,
bruary, 1897. It appears daily
undays. The Boston *Herald's*
es in the cause of whist de-
to be specially recognized.
Boston *Transcript* also has an
conducted and widely quoted
tment, which appears once a
, under the direction of
er M. Bouvé, one of New
and's foremost players.

Brooklyn, N. Y.—The *Daily Eagle* publishes a whist column every Wednesday, edited by A. E. Taylor, one of the strongest players in Brooklyn. Robert H. Weems, to whom more than to any one man is due the great popularity which whist enjoys in Brooklyn, has been for several years a frequent contributor to the *Eagle*, to which paper Fisher Ames and John H. Briggs also contributed at times. Elwood T. Baker, the well-known teacher of whist, edited whist matters in the *Eagle* for some years, but is now with the *Standard-Union*, which publishes a daily column.

Chicago, Ill.—The Chicago *Inter-Ocean* instituted the first whist department in the West, and it was in charge of the late G. W. Pettes, whose last work was done for it prior to his death, March 18, 1892. He was succeeded by Mrs. M. S. Jenks, for a year and a half, until her engagements as a whist-teacher prevented her further continuation as editor, although she remains a frequent contributor. The department has since been in charge of John T. Mitchell, author of "Duplicate Whist and Modern Leads," who also edits the whist column each week in the *Times-Herald*.

Des Moines, Iowa.—A whist department was established in the *Leader* in February, 1896, and has appeared each week since that time, with W. S. H. Matthews, M. D., in charge.

Fergus Falls, Minn.—H. M. Wheelock writes concerning the whist department in his paper, *Wheelock's Weekly:* "My whist column is a rather desultory affair, spreading out a good deal when I seem to have some ideas, and sometimes disappearing altogether. I run it for my own pleasure, and incidentally because it is a good

thing for the interest taken in the game here. It has been running since my paper started, in September, 1895. I report the news of the Fergus Falls Whist Club, publish occasional hands, etc., and, to some extent, keep track of what is going on in the whist world outside."

Galesburg, Ill.—A weekly whist department appears in the *Republican-Register*, in charge of J. B. Seeley, a well-known lawyer.

Haverhill, Mass.—The *Gazette* has a whist department.

Hudson, N. Y.—The *News's* interesting whist department is edited by A. B. Chase. Also, the whist department in the *Sunday Journal*, which was commenced in the latter part of 1897.

Minneapolis, Minn.—For a year or more, up to the time of his leaving for the far West, in 1897, John H. Briggs, considered by many the best whist-player in America, was a regular contributor to the *Journal*, and his articles exerted a wide and beneficial influence. In 1897 his department was transferred to the *Sunday Times*, in which he started a series of articles for beginners.

Newark, N. J.—The *Evening News* established a whist department in April, 1896, in charge of T. E. Otis, a brainy and able advocate of good whist. J. K. Smith, in March, 1897, took charge of the *Sunday Call's* whist department, previously conducted by Mr. Otis. November 17, 1897, Mr. Smith also began a whist column in Wednesday's and Saturday's issues of the *Daily Advertiser*.

New York.—One of the very foremost whist departments in this country is that conducted by R. F. Foster, in the New York *Sun*. It was established by him December 15, 1895. Articles devoted to the discussion of moot points in whist, with illustrative hands and ex nations of new systems of p appear each Sunday. Problems a specialty. Results of impor matches, scores made in local c tournaments, etc., are publi during the week, the New Je and New York games on Fri and the A. W. L. matches on days. Reflecting Mr. Foster's ideas, the *Sun* is intensely in f of the short-suit, or, as now ca common-sense, game. On the o hand, the long-suit game is ju earnestly advocated and defen by the New York *Evening* whose whist department has be regular Saturday feature since sixth congress of the Amer Whist League, in 1896. Arti now appear on Wednesday It is ably conducted by Mrs. H E. Wallace, better known as M garetta Wetherill Wallace, interesting and ready writer. is the first woman to write n larly on the technical side of wh Charles R. Keiley has at var times had charge of whist mat in the *Evening Telegram Herald*. The *Mail and Expr* whist department is conducted Milton C. Work, of Philadelp the regular articles appear on urday, and reports of A. W matches on Mondays. The C *mercial Advertiser* has a s whist article every Saturday, one of Sam Lloyd's problems. *Illustrated American* has two umns every week, with pro and illustrative hands, contri by R. F. Foster.

Philadelphia.—During 1898 and part of 1897, the *Evening graph* enjoyed the distinction being the only paper in the c containing a daily whist col or a weekly whist page. It was charge of Milton C. Work, noted whist author and exp

er, and created a widespread
'est in the game among its
ers. One of its whist prize con-
, in October, 1896, called forth
ity-five thousand answers. In
fall of 1897 Mr. Work trans-
d his department to the Phila-
hia *Press*, where it now appears
y day in the week. During
season of 1896-'97 the *Public*
ger had a very interesting whist
mn, which appeared three times
ek, with Warren A. Hawley in
ge.

rtland, Oregon.—Whist formed
cial feature in the *Sunday Ore-*
an during the winter of 1896-
Miss Annie Blanche Shelby
in charge of the department.

ovidence, R. I.—The *Journal*
blished a whist department
mber 1, 1896, with William A.
r in charge. It appears each
lay, and is widely read. While
Potter personally favors the
-suit game, being a successful
r of that game, his work in
Journal is conducted on broad
liberal lines.

chester, N. Y.—The Saturday
t department in the *Post-*
ress, started in 1896, is in
ge of W. H. Samson, manag-
editor of that paper, and an
and accomplished whister as
as newspaper man. He is
secretary of the Rochester
st Club, an organization with a
bership of five hundred. A
s of articles on whist, by R. F.
er, formed a prominent whist
ire of the *Post-Express* during
-'97. Its department runs
y-five weeks each season, from
mber to July. Among the
ial contributions appearing dur-
897-'98 are articles from Fisher
s, C. D. P. Hamilton, T. F.
R. F. Foster, L. M. Bouvé,
A. Potter, and P. J. Tormey.

. Louis, Mo.—During 1896 an item went the rounds of the press stating that the St. Louis *Globe-Democrat* had an exclusive novelty in the shape of a Japanese whist editor. The foundation for this statement consisted in the fact that Alfred Weiller, the whist editor in question, had for a number of years resided in Japan. We have seen a photograph of Mr. Weiller taken in Japanese costume. In December, 1896, he was a member of the whist committee of the St. Louis Office Men's Club.

St. Paul, Minn.—The whist column of the *Globe* was in charge of George L. Bunn for one year, up to January 1, 1897, when his election to the bench obliged him to discontinue. Under his charge the department was one of the best in this country, and a veritable long-suit stronghold.

San Francisco, Cal.—The *Call* has a fine whist department, which appears once a week, with P. J. Tormey as editor.

Syracuse, N. Y.—A. M. Knickerbocker, an enthusiastic and well-known whister, edits the whist department in the *Times*, and publishes syndicate articles on the game, notably Howell's.

Tacoma, Wash. — The *Daily Ledger* has a weekly whist department, devoted to the interests of the Northern Pacific Whist Association.

Toledo, O.—The whist department of the *Bee* was established in 1895, with Tracy Barnes as editor, and continued by him each Sunday for two years, when he was succeeded by Charles H. Lemmon, a well-known member of the legal fraternity. Mr. Barnes's whist enthusiasm next found vent in the Saturday issue of the *Blade*, whose whist department he started on January 1, 1897. During the seventh congress of the American

Whist League, that year, he conducted a daily whist journal called *Echoes*, at Put-in-Bay. It was a remarkable undertaking, inasmuch as the place is far removed from any printing office. It was also remarkable as being the first distinctive daily publication with which the League was ever honored. Four printers were employed; a new press, weighing eighteen hundred pounds, was transported to the scene, and the paper was published in the Hotel Victory, the whist type and illustrations being furnished by the *Blade* management. Five hundred copies of *Echoes* were issued each day and distributed as souvenirs. The publication made a great hit.

Washington, D. C.—The Washington *Star* commenced the publication of whist notes in connection with chess about the year 1894. Subsequently Dr. George Walls, the editor in charge, disassociated whist from chess, and instituted a separate column for whist. It appears regularly on Saturdays, and is followed on Mondays with notes of matches and other whist news.

West Superior.—A whist department was established in the *Inland Ocean*, in January, 1897. It appears each week, and is edited by Charles P. White, a leading member of the Superior Chess and Whist Club.

Wheeling, W. Va.—The Wheeling *Register* has a weekly column, with illustrative hands and problems.

Of the editors mentioned, R. F. Foster, E. C. Howell, C. R. Kelley, W. H. Samson, E. T. Baker, W. A. Potter, and Dr. George Walls favor the short-suit game. Mr. Potter says, in a letter: "While no attempt is made to advocate any particular system of play, the intention being to treat everything with perfect fairness, I pres[illegible] the general character of the art[illegible] can hardly escape being tin[illegible] with my own personal preferen[illegible] which are for the modified sh[illegible] suit, or 'common sense,' game. [illegible] is now about five years since I [illegible] came convinced that too m[illegible] tricks were lost by the invar[illegible] opening of the long suit. A co[illegible] of years of experimenting [illegible] lowed, and when my ideas [illegible] boiled down to something defi[illegible] I introduced the new game to [illegible] club. It soon became evident [illegible] nothing short of a knock-d[illegible] argument would convince any b[illegible] so the duplicate was resorted [illegible] In seventy-three games (one [illegible] son's play) the new game [illegible] sixty-four and tied two. To[illegible] practically the whole club mem[illegible] ship play the modern game [illegible] team has been in every New E[illegible] land tournament in the past [illegible] years, and never failed to land [illegible] up in the first division. Yet it d[illegible] not contain a single player of [illegible] first rank. It seems to me that [illegible] new style of game is not wel[illegible] derstood by many of its cri[illegible] There is not, after all, much di[illegible] ence between most of those [illegible] claim to be long suiters and th[illegible] who reject the title. One side [illegible] discovered that a strengthen[illegible] lead is better than fourth best [illegible] a small-card suit, and the othe[illegible] always ready enough to lead a [illegible] suit if he thinks he can make it [illegible]

It is due to the press certainly as m[illegible] as to any other agency that the [illegible] whist has advanced with such [illegible] strides since the organization of [illegible] League, and the able corps of [illegible] who have discussed whist questions [illegible] sidered whist problems and have [illegible] before the public whist subjects for [illegible] is not only to be commended and [illegible] lated, but is something for which we [illegible] hardly find words with which to exp[illegible] our obligation and appreciation.—[illegible] *dent W. H. Barney (L. A.) Annual [illegible] dress before the A. W. L., 1897.*

hist, History of.—Whist, the of all card games, is undoubt- of English origin. It appears ave been gradually developed a elements previously existing, to have been the product of ıy minds who added changes improvements from time to e. Its early history is very ob- e, and for hundreds of years it be traced only by what must largely inference and guess- k, but nevertheless its history scinating.

s early as the beginning of the enth century, we are told, a game was in common use in land, of which both the name chief feature subsequently en- d into the structure of whist. vas called triumph, then cor- ed into trump, and its essence the predominance of one par- lar suit, called the triumph or ıp suit. This game is alluded a published sermon by Bishop mer, which he preached in . Other references to it are ıd in "Gammer Gurton's dle," the first English comedy, in Shakespeare's "Antony and patra." About the beginning he seventeenth century another a was added to the game of ıp, which is also preserved in st, namely, ruff, which was used onymously with trump. Then e the giving of certain advan- s or "honors" to the four ıest cards of the trump-suit, the game was called "ruff honours." This has been ed "whist in an imperfect a." It was also sometimes al- d to as "slamm," which term still retain in the making of a am." Its next development, ıisk," is first mentioned in , in some published verses by lor, "the water poet," and nty-two years later, in the second (spurious) part of "Hudibras," we first come across the word as it is now spelled, "whist," although both spellings were used for many years afterward.

Charles Cotton, in "The Compleat Gamester," published in 1674, gives a description of "ruff and honours." Twelve cards were dealt apiece to four players, the remaining four cards being left for "stock." The uppermost card in the stock was turned up as a trump card, and the holder of the ace of trumps was entitled to "ruff;" that is, exchange four of his cards for those in stock. The game was "nine up," or nine points, honors counting, as in England to-day, and the call at the point of eight was already known as "can ye?" In a later edition (1680) Cotton gives the first attempt at a description of whist of which there is any record. After detailing the manner of playing "ruff and honours," he says: "Whist is a game not much different from this, only they put out the deuces and take in no stock, and it is called 'whist,' from the silence to be observed in the play."

This, it seems to us, should solve the difficulty of arriving at the correct meaning of the word. "Whisk" was undoubtedly the older term, sometimes also varied as "whisk and swabbers," but it applied to a crude form of the game, and not to whist proper as subsequently played. We believe Dr. Pole to have hit upon the right explanation when he says: "It is possible that when the game took its complete form, the more intellectual character it assumed demanded greater care and closer attention to the play; this was incompatible with noise in the room or with conversation between the players; and hence the word

'whist!' may have been used in its interjectional form to insist on the necessary silence; and from the similarity of this to the term already in use, the modification in the last letter may have taken its rise."

Charles Lucas, in his work on gamesters (1714), also mentions "whist" as "a game so called from the silence that is to be observed at it." Denne, a Kentish antiquary, speaks of it as "a game that requires deliberation and silence, which is a word synonymous with whist." Dr. Johnson in his Dictionary, Nares in his Glossary, and Skeat in his Etymological Dictionary, all accepted this view. Of late years, however, the meaning of the word is doubted, because, forsooth, the game was also called whisk, no account being taken of the fact that this was applied to the forerunner of whist, and that when the game proper appeared it had a right to a new and distinct designation which should exactly describe its chief characteristic. That some, in ignorance, or because of custom, continued to use "whisk" when "whist" had long since become the proper word, does not impair the validity of our argument. It seems a pity that a meaning which must appear entirely natural and appropriate, should be rejected by some modern lexicographers, who perhaps have never played a game of whist in their lives. For our part, we are willing to accept the statement of those who lived at the time it came into existence, that "whist is a game so called from the silence that is to be observed at it."

Seymour, in his "Court Gamester" (1734), recapitulates Cotton's remarks about whist, and gives us the improvements which had since been made. The points in the game had been raised from nine to
the entire pack was used in p
the deuces being taken
hands. These modifications
with them the "odd trick
the method of dealing out th
one by one, instead of "by
which had previously
rule. Thus the game of lon
was born.

In its infancy, however,
into the hands of sharpers
taverns and ordinaries whe
bling abounded. When th
naries began to be, to some
superseded by the coffee-h
change for the better came
game, and it was gradually
ted into more intellectual
ings. The gentlemen wh
quented the Crown Coffee
in Bedford Row, took it
began its systematic study
ther improvement. Amo
number was the first Lord
stone (see, "Folkestone"
took a deep interest in it, a
up some rules for the guid
the players. Then Edmon
(q. v.) appeared on the sce
thought by some that he
of the players at the Crown
House. At any rate, he gr
mendous impetus to the
devoting his entire time to
duction among the better c
means of lessons which he
private, and especially by
lication of his celebrated
1742. Hoyle had a genius
game, and was universally
nized as its great authori
book was translated into o
guages, and thus the know
whist was spread among int
coteries on the continent, a
cially in France, where
numbered among its vota
most celebrated men of th
France also produced, later
greatest whist-player the w

M. Deschapelles, who
iis elaborate treatise on
the game in 1839. It
ntioned in passing that
ie bearing the name of
' had been played in
elsewhere, as early as
th century, it was not
as the ancient English
imph, or trump, but re-
irté. Whist must, there-
sidered entirely of Eng-
with Folkestone and
first great lights. Hoyle
ellent successors, Payne
ws, who continued his
ntelligently and ably by
ieir published works.
e of whist was now se-
ad been taken up with
by the better classes,
its way even into royal
Bath, the famous water-
held sway as the fash-
isement for many years,
us improvements in the
e game were made there
ayers. One curious cir-
must be noted in this
While whist was not
gambling game, yet at
t was used for gambling
the taverns. And when
o more intellectual sur-
with wealth and fashion
was again subjected to
umiliating experience,
ice from which it has
vered in the old world.
money was carried to
e eighteenth and early
ineteenth century, and
inating whist, which
ther aids to lend so-
est to it when properly
again made to suffer.
ed were the gamesters
of it that they did not
nutilate it for their pur-
der that money might
circulate more rapidly.

This incident gave rise to another important change in the character of the game. Short whist was what the new product was called, and it consisted in cutting the old game just in half, five points instead of ten being now played. But the honors were counted at their full value, the same as in the old game, and thus the element of chance was greatly increased, making it possible for two players, with good luck in drawing cards, to go out in one hand, for if they held the four honors between them it counted four points, and they only needed to make another point by cards. It may be that the old game of ten points was too long. If so, the American idea of seven points, but without counting honors at all, is a more rational compromise, for it encourages skill and does away with stakes and gambling.

We come now to what has been aptly termed the philosophical era of whist, the period beginning with the works of "Cavendish," and Clay, and Pole. In this period the old Hoyle game underwent a more modern scientific determination. Its theoretical principles were firmly established, and some alterations in its practical structure necessarily followed. The first impetus to the new movement appears to have been given by Dr. Pole's suggestion, in *Macmillan's Magazine* for December, 1861, that "it would be a great boon if some good authority would publish a set of model games at whist, with explanatory remarks, such as are found so useful in chess, for example." Henry Jones ("Cavendish") had in his possession the notes of the "Little Whist School," which had met for a number of years for the purpose of studying the game, discussing interesting hands, and writing down particu-

lars concerning the same. After considerable correspondence with Dr. Pole, Mr. Jones published, in 1862, his "Principles of Whist, Illustrated by Means of Hands Played Completely Through." Two years later James Clay issued his celebrated treatise on "Short Whist," and in the two works the chief improvements which had resulted from scientific investigations and long practice were now given to the world. To complete the good work Dr. Pole published his "Theory of the Modern Scientific Game of Whist," in December, 1864. It showed that there was at the bottom of the rules of whist a deeper-lying idea than had been yet suspected. He pointed out and established the fundamental principles of the great game. He emphasized the value and importance of partnership play, and showed that the most efficient manner in which to carry it on was by means of the long suit, to the establishment and bringing in of which all the energies of the players must be bent. Information between partners was a necessity in order that they might be able to play both hands practically as one, and this information was conveyed by means of legitimate signals made by conventional play of the cards. For this purpose the trump signal invented in 1834 was taken up, and became the nucleus of an elaborate system of leads and inferences, culminating in the American leads, which were promulgated by "Cavendish" in 1884, and by him named in honor of his fellow-worker, N. B. Trist, of New Orleans, to whom the credit of their crystallization has been freely awarded.

Nowhere has whist ever enjoyed the popularity which has of recent years fallen to its lot in America. Here, from the inception of modern game, the works of "endish," Pole, Clay, and have had a wider circulation at home, as is testified to by of the writers themselves, an result has been that whist new world has outstripped in est and extent the whist of England and the continent. hampered by old-world con tism, the American players been open to the reception ideas and improvements. English authors of progr ideas have found themselves widely read and appreciate than at home. This great in American whist circles led formation of the American League (*q. v.*), at Milwaukee 1891, and to the enactment new code of laws from whi objectionable features of the lish code were omitted S point whist, without counting ors, each game complete in without any reference to rub rubber points, and the expres hibition of playing for stake some of the features of the A can game, whose definition a cognition by the great mas players in the new world m another era in whist history for its own sake, with chance nated as far as possible, an brought up to its highest ele ment, is the new motto, and end duplicate whist (*q. v.*) wa welcomed and made popular United States. First practica monstrated by "Cavendish" his friends in 1857, greatly proved by James Allison gow, Scotland, thirty years and perfected in the United shortly after by John T M Cassius M. Paine, and others plicate whist forms one of the important pillars in the Ame

of skill. There may be dif-
es of opinion whether the
uit game of "Cavendish"
ole affords the best mode of
gy for all hands; there may be
f arguments to show that
can leads, and all other in-
tory devices, are a hindrance
d of a help to good whist;
hen it comes to duplicate
can be but one opinion, and
most favorable one. At the
it writing (January, 1898) a
ittee has just been appointed
president of the American
League for the purpose of
r revising the laws of dupli-
hist. It is proposed to have
complete in itself, and not,
retofore, a series of special
in connection with which it
essary to consult the code of
it whist. Action is to be
upon the committee's report
next annual congress, in Bos-
aly, 1898.

ile the outlook for whist at the
of the nineteenth century is
bright in England as it might
ing to the unsettled condition
id into which advanced whist
have plunged British whist-
s, in America enthusiasm in
f of the game is ever on the
se. This, notwithstanding the
nces of opinion which exist
s well as abroad, in regard to
is of play, although out of the
f words which has been and
raging there promises to come
a more symmetrical, well-bal-
, and harmonious game. True,
ort-suit advocates are as firmly
ieed as ever that the long-suit
is a losing one, and their sen-
ts are radically expressed by
Foster, in the New York *Sun*
cember 26, 1897, as follows:
he boast of the long-suit
l is that they make a double-
ıy problem of the last few
tricks in every hand, and the chief object of the previous play is to enable the partner to count the hands so accurately that this problem may be correctly solved. The boast of the short-suit school is that the game is over before the dummy problem comes along, and that, while the long-suiters are placing the cards, the short-suiters are winning the tricks. To the common-sense player, the first few tricks in every hand present a perception problem of absorbing interest, and the object of the partners is to divine as rapidly as they can what is possible with their cards, and what is improbable. The long-suiter makes the first eight tricks, a mechanical routine, and then lays down his hand and studies for several minutes over his dummy problem in the ending, in the solution of which he hopes to get back one or two of the tricks that he sees he has lost by a bad opening. The common-sense player does not wait until the hand is almost over, and the adversaries know all about it. His ambition is to arrive at the general value of the hands at the earliest possible moment, so that he may decide whether to run for his life or to lie in ambush. He prides himself on his ability to judge, before three tricks are played, where the strength or weakness lies. That is the difference between the systems. The one dawdles along for eight or nine tricks, and then wearies his heart and brain over a problem which he is often unable to solve. The other makes a perception problem of the first two or three tricks, and then jumps into the thick of the fight, and thoroughly enjoys himself during the scrimmage of the remaining nine or ten."

The never-fading glories of the long suit are just as firmly upheld

by the other side. L. M. Bouvé says, in the Boston *Transcript:* "Nothing demonstrates more conclusively the strength of the straightforward long-suit game than does the uniformly good result obtained by this method, by players of little or no previous experience together. One of the most enjoyable sessions at whist experienced by the writer, was a recent short game of twelve boards of 'mnemonic' or single table duplicate, with a member of the Providence Whist Club as a partner. Knowing his visitor to be a firm believer in American leads, etc., it was not necessary to propound numerous questions as to the style of game to be played: it was sufficient to know simply whether the three-trump or the four-trump echo was to be used. Although these two had never played a hand together, during the two hours of play not a single misunderstanding arose, and the score sheet showed a loss of only three singles, while a total of nine tricks had been gained, and that against two strong players of [illegible] experience as partners. [illegible] of the singles lost were [illegible] in opening [illegible] the right no [illegible] system. As [illegible] single short [illegible] would be [illegible] brought [illegible] especially [illegible] of trumps. [illegible] to [illegible] constantly [illegible] conditions [illegible] deals to [illegible] that [illegible] which in[illegible] results."

H. J. Rogers, in the A[illegible] *Journal*, says: "The test of a [illegible] tem is by actual play, not by p[illegible] mortems. Most any of us w[illegible] concede that played double-du[illegible] as many deals in a thousand w[illegible] show an advantage for sh[illegible] suit leads as for long-suit le[illegible] But whist is not played that w[illegible] I recall umpiring an A. W. L. [illegible] phy match about a year ago w[illegible] a team of ultra short suiters w[illegible] against the Albanys. And I re[illegible] particularly one section of [illegible] hands, where two of the kee[illegible] whist-players in America (Kr[illegible] and Hawkins) were at table [illegible] And at the end of every deal th[illegible] was a bickering between them [illegible] how much more they might [illegible] made. 'If you had come w[illegible] heart at such a time,' or, [illegible] had kept off spades,' or, 'if [illegible] hadn't gone up on that card' [illegible] etc., where there wasn't one th[illegible] under the light of heaven to [illegible] cate which way they should [illegible] But they generally consoled th[illegible] selves with the thought that [illegible] system,' perfectly played, w[illegible] have given them another tr[illegible] two, if their brains had only [illegible] equal to the emergency of [illegible] the cards during the play [illegible] rately as at [illegible] It seemed [illegible] at the time, and I have [illegible] occasion to change my [illegible] that the non-informat[illegible] theoretically very pretty [illegible] would only give some [illegible] [illegible] as at present [illegible] too [illegible] many [illegible] for [illegible] and too many chances [illegible] your partner for not knowing w[illegible] can't be known. The long-s[illegible] tem withstood triumphant[illegible] test of actual play last season. [illegible] Albany Club held the A. W[illegible] trophy for eight successive [illegible] tests against teams of all lea[illegible]

and with all varieties of sys-
and when they lost it, they
to another long-suit team,
amiltons, who played better
and who held the trophy un-
season ended. Evidence of
ature outweighs a thousand
deals, averaging 'a swing of
icks for the common-sense
' "

"how about the short-suiters
elves?" asks Mrs. Wallace,
New York *Evening Post.*
e they not given arbitrary
ngs to certain cards? What
le scientific reason can they
r leading the small cards of a
show trump strength? And
not any uninformed player
iet a team using this method
the same disadvantage as
who did not understand ro-
iscards, calls through the
, and so forth?"

ier Ames, in *Whist*, sum-
ip the situation, says: "Dif-
leads from the same hand
change the result; that must
ceded; but in the first place,
s manifestly a question of
ınd secondly, the differences
ifferent leads are much less
one would suppose. In a
majority of the deals where
ıave been large 'swings,' the
nces are due to the bringing
ı long suit where the other
ave held a slight preponder-
or nearly equal amount of
strength, which by a judi-
or lucky force has been ren-
unavailing to stop the suit.

far as they go they seem to
support the long-suit theory.
t, the new systems have not
plished anything worth not-
The brief successes they had
new were chiefly due to the
of the adversaries to under-
them. Good hard whist is
ime factor, after all. The
theory of the invitation lead is very pretty, but it often fails to work satisfactorily. The lead of a low card for the purpose of inviting a lead through an honor turned may work well, but unless partner can win the first trick it may and often does work badly. The leader is too often tempted to delay an immediate trump lead when proper for the sake of the invitation, and loss results.

"Trump-showing leads every now and then come up as new ideas, and supposed trick-winning devices. But they soon disappear again—as soon as learned by the other side. In regard to them it is perfectly safe to assume it to be an axiom of whist, almost as binding as an axiom of geometry, that any system which proclaims weakness in trumps (as these systems must) is disadvantageous.

"'Common-sense' whist is an excellent term, if it be understood to mean playing the game in a common-sense way, watching and noting the cards, drawing good, sound inferences, and shrewd management of the hands held between partners. Relying on an artificial system as the main thing, whether American leads, short suits, or any other, is not common sense. It seems to me uncommon nonsense.

"After watching these new systems for these several years, I have not seen any system which, in my judgment, is superior to the American leads system, as the general basis for the play of the hand. But any system, and all systems, apply almost exclusively to the original lead of the hand merely, and the result must in almost every case be largely a matter of luck so far as the first lead is concerned. After that the player must adapt his play to the conditions developed by the cards shown, and the result should,

if the element of luck could be eliminated, depend upon the most skillful common-sense management of the cards. I say, if the element of luck can be eliminated; but I am convinced, however, that it cannot be. One who has followed the recorded plays for the last few years, must, I think, be entirely satisfied that luck has very much to do with the result, very much more than was supposed to be possible when duplicate whist was first invented."

Notwithstanding the firmness displayed by each side in maintaining its position, the examination of published hands reveals the fact that more liberal ideas prevail in whist everywhere. The long-suit game is not invariably confined to the opening lead from the longest suit. Exceptional hands and situations are treated in an exceptional manner. In other words, the provisions for forced leads made by "Cavendish," Pole, and all the masters of the long-suit theory, but temporarily lost sight of in the general admiration excited by the long-suit game, have been resurrected and are being applied. Some apply them more liberally than others, but in the main the long-suit game, with American leads, modified in respect to the queen-leads, etc., by some players, forms the whist of the vast majority to-day. (See, also, "Long-Suit Game," and "Short-Suit Game.")

Whist has made great progress in the last [illegible] decades. Th[illegible] tendency of [illegible] has been toward defining [illegible] the [illegible] with the result of systematizing the play, which, in turn, has assisted to further the interests of the [illegible] of [illegible] hands which Dr. Pole justly considers to be the broad fundamental principle on which the modern scientific game is based. —*N. B. Trist* [illegible], *Harper's Magazine, March, 1891.*

In its original state whist was a four-handed game, in which, in admitting
only the hierarchy of the ca[illegible]
order and class, two pla[illegible]
matched against two others[illegible]
which party should gain t[illegible]
number of tricks. * * * i[illegible]
until it had passed its infanc[illegible]
attained the mature age of m[illegible]
it was invested with the adun[illegible]
of the trump, and received [illegible]
those other attractive acce-
honors, the call, etc.—*[illegible]*
"Laws," Section 5.

The game of whist is su[illegible]
product of English soil, and [illegible]
development during more th[illegible]
turies, until it has all but ar[illegible]
turity, is mainly due to Bri[illegible]
From England it was carri[illegible]
hundred and sixty years [illegible]
centres of Parisian life, and th[illegible]
ists and financiers from othe[illegible]
who resorted to that capital [illegible]
ject to its influence, and [illegible]
into the cities of their own [illegible]
sway as the chief game at ca[illegible]
reached all over Europe, e[illegible]
steppes of Russia, and hel[illegible]
classes of social life. The [illegible]
emigrated to America and A[illegible]
ried the game into even more [illegible]
tricts, and during the last q[illegible]
century many varieties of pla[illegible]
brought back to England fro[illegible]
ing towns in the northwest [illegible]
the United States. It has [illegible]
lished its supremacy in every [illegible]
ited by European nations [illegible]
scendants and it may even [illegible]
with sufficient vitality for th[illegible]
of future ages.—*William Pole* [illegible]
ney [*L - O.*], *"English Whist* [illegible]

Whist in Art.—It would [illegible]
esting to know just how [illegible]
times whist has formed th[illegible]
of the artist's brush, and a [illegible]
tion of whist pictures wo[illegible]
unique and fascinating b[illegible]
some wealthy lover of th[illegible]
Among the well-known [illegible]
artists who are known to [illegible]
voted their talents to an o[illegible]
representation of which wh[illegible]
ers formed the theme, was [illegible]
the great caricaturist. His [illegible]
dated January 11, 179[illegible]
players, two men and two [illegible]
immersed in "twopenny [illegible]
was much admired. In [illegible]
represented Sir Joseph [illegible]
and three of his associates

it, at a political game of
Another whist picture, by
ndson, entitled, "A Snug
r; or, Playing for the Odd
" was also very popular.

st in Colleges and Univer-
.—It is but natural that a
intellectual game like whist
, for over a century, have
favor among the students in
es and universities, and not
among the students, but
the faculty as well. We are
iat as early as 1758 it had be-
a fit recreation for university
in England. In No. 33 of
tler, the senior fellow of a
e, at Cambridge, describes
f and his party as "sitting
whist in the evening." It
group of English college men
n the middle of the present
y, formed what was subse-
y called the "Little Whist
" (*q. v.*), which gave to
a scientific impetus such as it
ever known before.
merica the game has like-
ared well in the past, at the
of the studiously inclined,
day it is meeting with an
ncreasing and enthusiastic
ne in our institutions of
ig. While it does not yet,
e of its most devoted admir-
uld like to see it, form a part
college curriculum, it cer-
must be admitted to exert a
nd beneficial influence upon
ntal training of the students.
notable fact, also, that many
leading whist experts of this
y learned the game during
ollege years.
at whist activity has for a
r of years prevailed at Har-
nd Yale, and local tourna-
, as well as inter-collegiate
matches, have been the re-
This is a natural outcome of
the organization of the American Whist League, in 1891, which brought into existence many new clubs throughout the country, and gave rise to the now all-prevailing match-play between whist organizations.

The first match between Harvard and Yale was played May 4, 1895. For two years previous to this time, whist tournaments had been held at Cambridge, Mass., under the auspices of the Harvard Chess and Whist Club. As the chess element largely predominated in this club, a movement in favor of a new club, entirely devoted to whist, was inaugurated by C. D. Booth and W. T. Denison, who had attained a leading position as players in the tournaments. In order to arouse interest in the new club, and give it a prestige which the old one never had, they planned a match with Yale, and Mr. Booth finally opened up a correspondence on the subject. As a result, E. W. Hobart, of Yale (class of '95), met Messrs. Booth, Denison, and E. W. Ryerson at Cambridge, February 22, 1895, when a provisional agreement for a match between the two universities was drawn up. The Harvard men wished to have each side represented by eight players, but Mr. Hobart preferred to have only six, and his view finally prevailed. The next thing was to devise a plan whereby the players might be engaged in a regular team match. Yale preferred to play a series of single-table duplicate matches, but Harvard insisted on having the play arranged so that there would be no replay of deals by pairs who had originally played them, in order to avoid memorizing of hands. A schedule was devised to move the players so as to obviate this; but when Fisher Ames, who was chosen to act as referee, was told there were

to be six players on each side, he expressed his doubts whether teams of that number could play without having at least two pairs replay the deals which they had played before. He supported his position by the opinions of several prominent Boston players, including E. C. Howell, the well-known inventor of schedules for duplicate play. But a presentation of the matter, on the part of Messrs. Booth, Denison, and Ryerson, convinced Mr. Ames that the thing could be done after all, and he thereupon approved their plan, after making some improvements, in the way of moving pairs instead of boards, etc.

At the time this first American inter-collegiate whist match was arranged, Yale had, strictly speaking, no whist club as yet, but a committee had been appointed the previous fall, under whose supervision a whist tournament was held during the winter. Josiah H. Peck, of the class of '95, was the moving spirit in the matter. At both universities, we are informed, the system of management is the same. Each has a regularly organized club, and each club gives a tournament, open to all members of the university, whether members of the club or not. From the players who, by the best records in these tournaments, the captain of the team who is elected by the club, [illegible] the six men who are to represent them. In the tournaments these men are divided up into [illegible] pairs each; each [illegible] other pair in its [illegible] the two pairs of each [illegible] the next round, [illegible] division made of [illegible] each. In this [illegible] players are gradually [illegible] by the time the [illegible] rounds of the tournament are reached, the captain feels reasonably sure [illegible] has the best talent in the [illegible] before him to pick from. [illegible] tournament play lasts a [illegible] so, all the matches being [illegible] deals each.

The first match between [illegible] and Yale, as already stated, [illegible] played May 4, 1895. The [illegible] like all subsequent ones, [illegible] of seventy-two deals [illegible] played. Harvard's team [illegible] of C. D. Booth, acting [illegible] W. T. Denison; A. D. S[illegible] W. T. Gunnison; M. P. [illegible] E. K. Hall. The Yale players [illegible] J. H. Peck, captain, and [illegible] Hobart; A. F. Carpenter [illegible] Peck; C. S. Thurston and [illegible] Wiley. The mode of playing [illegible] three-pair match is so simple that it may be described briefly. [illegible] change of partners took place [illegible] ing the entire match. The [illegible] players of one team were [illegible] north and south, and the players of the other team east and west at three tables. A set of [illegible] deals was played at each table, [illegible] number could be made [illegible] or twelve, as preferred. The [illegible] were left at the table where [illegible] and the east and west players [illegible] vard moved up one table, [illegible] north and south players [illegible] down one table, and [illegible] tions, north and south [illegible] east and west, and east and [illegible] changing to north and [illegible] was the overplay of two sets [illegible] of deals, and completed the [illegible] round. The players [illegible] again in the same order [illegible] fore, Harvard up and Yale [illegible] changing positions [illegible] each move, east to north, [illegible] east, etc., and so on. [illegible] fresh decks were played [illegible] ginning of the second [illegible] which the players [illegible] changed as before, and the

round two was played. ›unds made a total of sev- › deals, of which each pair forty-eight deals, meeting ‹posing pair twice both as ies and opponents. The as: Harvard, 968 tricks; 4 tricks. As in all team where the total number of ken by each side is scored, rence in the score is divided n order to show the num- ricks actually gained. In e Harvard's gain and vic- ısisted of thirty-two tricks. econd match between the eges took place on March , and was won by Harvard re of 37 to 27. The Harvard ıusisted of C. D. Booth, and W. T. Denison; J. W. ıd F. N. Morrill; C. E. re and F. C. Thwaits. The m consisted of L. R. Conk- ain, and N. B. Beecher; W. lrick and R. Schuyler; F. nd R. Cameron.

hird match was played on , 1897, and Harvard again s time, however, by the nar- gin of three points, the score › to 37. The Harvard team l of F. N. Morrill, captain,). Booth; F. Heilig and O. ‹prague; W. Byrd and H. t, Jr. The Yale team con- W. G. Cooke, captain, and ‹herwood; N. B. Beecher P. Cameron; S. Cameron ‹ryant.

first match Yale played a ıixed game, favoring long ıe next year two of her re conservative long-suiters, ne pair leaned toward the t game. In 1897 Yale a decidedly mixed game, are informed that "at no s she played the radical it game as advocated by "

Harvard has almost universally played a conservative long-suit game. The first year "Cavendish" was their sole guide. The second year they took C. D. P. Hamilton as their authority, and in 1897 they followed very closely the ideas of L. M. Bouvé [L. A.], captain of the American Club team, of Boston. The fact that on this occasion they won by a smaller margin than previously is no reflection on Mr. Bouvé. Yale had the strongest team she had yet put forward, and, besides this, Harvard suffered from an attack of over-confidence when the match was two-thirds over, being then sixteen tricks ahead. This led to careless play, and Yale made the best of it, gaining thirteen tricks by good hard work in the third round. Harvard is more strongly than ever in favor of the long-suit game.

It may be interesting to show here how these college teams have compared in play with teams of acknowledged strength belonging to League clubs. Yale has not done much playing with older teams, but during 1896 it engaged a team of six from the Albany Whist Club in a match, and won by one trick. Albany was represented by what was considered her second, third, and fourth strongest pairs. Harvard has played against crack teams in Boston every year since the organization of the new club. In 1894 she entered a team of four for the New England championship, and it stood fifth out of seventeen teams engaged in the tournament. The same year the Harvard four played the Newton team, captained by Fisher Ames, and the result was a tie. They also tied the Press Club team, composed at that time of Howell, Clay, Becker, and Knowles. The American Club team, captained by L. M. Bouvé, defeated

them by three tricks, thus getting even for their defeat by Harvard in the New England championship tournament. The next year Harvard had a weaker team, and did not succeed in defeating any of the crack teams, although playing close matches against them all. In 1896 Harvard won about half of the matches her team engaged in. From this it will be seen that whist of the very best quality can be and is played by college teams.

Although as yet not participating in any inter-collegiate matches, Princeton, too, is beginning to awaken to the importance of whist as a recreation and amusement. The students began holding regular whist tournaments in 1897, in the hope of arousing sufficient enthusiasm to bring about a match with Harvard and Yale. In 1895, at the suggestion of a Princeton graduate, who was then a student in the Harvard law school, the captain of the Harvard team wrote to Princeton and offered to play a match. But Princeton was not in a position to accept, and also had to decline a similar offer from Yale in 1896. The year following, however, Princeton began to stand on her mettle, and in the Boston *Herald* for December 19, 1897, we read:

"At a meeting of the Princeton Whist Club, last Thursday, a letter from the secretary of the Yale Whist Club was read in which Yale accepts Princeton's challenge for a contest. A letter has also been sent from Princeton to the Harvard team, but no reply has been received. If the Cambridge men do not enter, the dual match between Yale and Princeton will be played at Princeton either during the Easter vacation or as soon after as possible. If Harvard accepts the challenge the games between Yale and Princeton will be declared off, and a new sch[illegible] arranged."

"No doubt we shall arra[illegible] play a tri-collegiate match," w[illegible] C. D. Booth, of Harvard [illegible] date of January 26, 18[illegible] nothing definite is as yet [illegible] Harvard has appointed a c[illegible] to make arrangements. A[illegible] will be made to have the [illegible] consist of eight men ea[illegible] have had no communica[illegible] from Princeton," adds Mr [illegible] "hence, if the three [illegible] match falls through, I [illegible] whether we shall arrange [illegible] rate match with her [illegible] any rate, we shall play w[illegible]

Whist is also popular am[illegible] faculty at Princeton, as w[illegible] pear from the following [illegible] in 1897, by one of the pr[illegible] "We have in Princet[illegible] club, called the Nassau [illegible] which our faculty and [illegible] cipal town people are [illegible] Last year some twenty-fi[illegible] bers of this club got together [illegible] decided to form a whist [illegible] did so, calling it the [illegible] Whist Club, and joining the [illegible] can Whist League and [illegible] Jersey Association. We [illegible] gether a team, which [illegible] games with outside teams [illegible] very fair success towar[illegible] the college year. Owing [illegible] time, this team has not [illegible] practicing; and I am [illegible] chances for a good team [illegible] are not very good. The [illegible] meets every Friday for [illegible] whist, and the individual [illegible] play as much oftener as the[illegible]

Whist has also been [illegible] some extent at Brown [illegible] and at one time W. H. [illegible] at that time secretary of the [illegible] can Whist League who is [illegible] ate of Brown, urged H[illegible] arrange a match with the [illegible]

ersity, which he deemed a
e.
: there is no regular whist
ition at Cornell University,
as 1891 Horatio S. White
the existence there of an
l whist club composed of
of instruction and adminis-
including one of the trus-
e treasurer, the librarian,
eral members of the faculty.
layed the five-point game,
ıot counting, and no trick
wed to be examined after it
e been quitted. In 1897
informed that the game is
ved a great deal in faculty
and there is also an organi-
known as the Town and
lub, which devotes a good
ttention to whist. It is com-
f members of the univer-
ılty and residents of Ithaca
equal proportions.
ıquiries as to the status of
e in Western colleges and
ties brought us the follow-
teous reply from Professor
MacMillan, of the Univer-
Minnesota: "I do not un-
l that whist in the West has
an inter-collegiate sport;
ı among the students and
lty it is a popular study. I
a night scarcely passes that
the University of Minne-
ulty are not engaged in a
e whist match. Team whist
l but sparingly outside of
s, but memory duplicate is
nnipresent. At Wisconsin,
cago, and Nebraska, I am
l, there is also much whist
"

In France.—Whist was
n France at an early period
translations of Hoyle.
ıe was played by Louis XV.,
er the empire was a favorite
of Josephine and Maria Louise. After the Restoration it was taken up more enthusiastically. "The nobles," says a French writer, "had gone to England to learn to think, and they brought back the thinking game with them." Talleyrand was one of the leading players of the day, and his *mot*—"You do not know whist, young man? What a sad old age you are preparing for yourself!"—is a standard quotation in whist literature. Charles X. was playing whist at St. Cloud on the twenty-ninth of July, 1830, when the tricolor was waving on the Tuileries, and he had lost his throne. His successor, Louis Philippe, when similarly engaged, was obliged to submit to what has been aptly termed an elegant insolence. He had dropped a louis, and stopped the game to look for it, when a foreign ambassador, who was one of the party, set fire to a billet of 1000 francs to give light to the king under the table.

In 1839 appeared a long-promised work on the game by M. Deschapelles, the great French player. It was the "Traité du Whiste," and much had been expected of it. It was, however, only a fragment of a larger work which was never finished. But even though it was but a fragment, it is by far the ablest and most original work that France has added to whist literature.

Whist in Novels.—Whist is frequently mentioned and described in the works of the English novelists from the time of Hoyle. Among the very earliest are the two passages relating to the game in Fielding's "Tom Jones," published in 1749. *Mr. Pickwick's* memorable experiences at Dingley Dell and Bath are delightfully portrayed by Dickens in the "Pickwick Papers,"

and Thackeray's "Virginians" contains much concerning the game and *Mr. Warrington's* varying luck with *Lord Chesterfield* and others. Nearly all the great novelists were themselves practiced players, and these scenes, as well as the pictures of *Captain Barnabee*, *Parson Dale*, and other whist devotees, which Lord Lytton draws in "My Novel," were the result of actual experience. Anthony Trollope thus reflected some of his own knowledge and opinions in "The Bertrams," in which occurs the card party of *Miss Todd*. James Payn is another novelist who has the advantage of being a good whist-player. His story, "A Very Quiet Rubber," in the third volume of his "High Spirits," is worthy of a perusal by every lover of the game. F. C. Burnand, in his "Happy Thoughts," gives us a picture of a rubber at which one of the players is made miserable by his bad luck. Mrs. Henniker, author of "Foiled," and Marmion W. Savage, author of "The Bachelor of the Albany," are among more recent English authors who dwell upon whist in the course of the story which they are telling. James Clay was the original of *Cr[illegible]* in the rubber of whist depicted in George Alfred Lawrence's "Sans Merci."

Whist in the Public Schools.—See, "Whist as an Educator."

Whist Lesson-Cards. A pack of [illegible] containing on the face of each of the more important cards printed directions telling from what combinations it is to be led, according to the system of American Leads. A patent for this invention was granted to Fisher Am[illegible], of Newton, Mass., February 7, 1893. (See, "Whist Patents.")

Whist Match Between Wo—The first important whist exclusively for women was in the Colonial Parlors, in delphia, on December 17 The competitors were two ganizations, the Sarah Batt the Trist Whist Clubs, twe players on each side. W was that the fire was not the hearth was not clean, game was not sufficiently r the renowned Sarah Battle match by the overwhelm of seventy-two tricks. T average north and south Trist was made by Mrs M and Mrs. Lex; while four the best east and west sco Barger, Mrs. Ellison, Mrs liams, and Mrs. Keen. T score north and south for Battle was made by Mrs and Mrs. McCape; east a by Mrs. Whitcomb and M tain. (See, also, "Woman League," and "Women as Players.")

Whist Match by Corres ence.—The first whist ever played by corresponde inaugurated and conducted F. Foster. There were players in the tourney on February 5, 1894, and was published in *Whist* ary, 1895. The sixteen were arranged at random imaginary tables. They w vided into two sections each, and followed the the schedule for eight given on page 68 of Foster's plicate Whist," changing after every fourth hand various changes having been ten out in diagram," says F "it was easy to see what po at the table any given player cessively occupied, and

ls were consecutively numd, this gave his position in each he twenty-eight hands that to be played. The thirteen s belonging to that position then sent to him, with the -up trump, and he was asked to in his original lead in the n hands in which he was A. ted slips were used, one for trick, and these slips were bered down the left margin, one to twenty-eight, to correid with the twenty-eight hands. n followed four columns for the s played by A, Y, B, and Z. The leads being all in, the s led by A were entered on the e sheets prepared for keeping a rd of the play. The name of player being at the head of column on these score-sheets, ished a key as to whose turn it next to play, and this player notified (by writing the card ed by A in the A column, opte the number of the hand) it was his next play. These s by the Y players being all in, plays of both A and Y were to all the B's, and they being ived, the cards played by A, Y, B were sent to the Z players. The trick being now complete, slip sent in originally by A was d out, to show him what cards been played on his lead. The missing cards were sent to Y, the one played after B, to him. ichever player had won the now sent in his lead for the t trick on a new slip, and so play went on.

Where there was no choice, a er having only one card of the led, the person conducting the ney could fill it in at once, and s save time. From this and ral other causes, such as players tting to send in their plays on e hands, it was impossible to keep the hands all going at the same pace. So it soon happened that the same player would have reached the eighth trick in one hand, and be back at the third in another. Slips for each uncompleted trick having to be sent him, it often occurred that a player received seven trick-slips each week. This might not impress him very strongly, but the person conducting the tourney, receiving from four to seven slips from sixteen players at once, found that a very large table, and a still larger stock of patience, was necessary to go through them all.

"The best method was found to be to go through the hands in order, by the score sheets, and find whose turn it was to play. The slips of each player being kept separate, it was easy to reach the slip numbered for that trick, and enter up his play. All the plays being entered, the slips were then sorted into tricks, the sixteen slips belonging to each trick being placed together. The score-sheets were then again gone over, but only one trick at a time was examined, say the fifth. Each player whose turn it was to play in the fifth trick of any hand was notified of the cards already played. All the fifth tricks having been entered up, the sixth was taken up, beginning at the beginning again; then the seventh, and so on, as far as the play had gone. This being complete, the score-sheets were gone over again for the fifth trick only, and every fifth trick that was complete was entered up on the four slips of the players engaged in it, and a check-mark placed in the margin to show that all four knew all the cards played. The sixth, seventh, and other tricks were gone over in the same way, one at a time, and then the slips were mailed again. While

waiting for the next mail, the cards played in each hand were checked off the diagrams at the top of the score-sheets, to detect errors not noticed in entering up, as it was not at all uncommon for a player to play the same card twice, or even to play a card he never held.

"The time consumed, even after many weeks of practice, was usually ten hours for each play sent in, which was once a week. Two hundred and eighteen slips were used, and it took just eleven hundred and sixty-four postage stamps to send out the plays, and almost as many to return them.

"During the entire tourney only four errors occurred, and two of these were revokes, which were not detected until the diagram was checked up between mails."

In the contest E. C. Howell, of the American Whist Club, Boston, won first place, both in his eight and in the sixteen. In the second eight T. E. Otis, of Orange, N. J., and A. E. Taylor, of New York, were tied for first. In the sixteen Mr. Otis, Harry Trumbull, and W. S. Fenollosa were tied for second place. Both eights lost one hundred and sixty-eight tricks. In comparing the pairs of players who overplayed the same hands in the same position, but in different eights, French beat Paine thirteen tricks, Clay beat Haynes nine, Horr beat Coffin ten, Trumbull beat Taylor eight, Tatnall beat Lennox three, Howell beat Otis two, Wooten beat Baker two, and Fenollosa beat Stevens one. The following were the scores by eights:

FIRST EIGHT.

	Lost.
1. E. C. Howell	5
2. Harry S. Stevens	7
3. George Tatnall	9
4. Harry Trumbull	14
5. C. E. Coffin	16
6. J. P. Wooten	17
7. C. M. Clay	
8. C. M. Paine	

SECOND EIGHT.

1. T. E. Otis
2. A. E. Taylor
3. W. S. Fenollosa
4. Dr. Lennox
5. H. B. French
6. E. T. Baker
7. N. T. Horr
8. A. M. Haynes

The score for the sixteen follows:

1. E. C. Howell
2. T. E. Otis
3. W. S. Fenollosa
4. Harry Trumbull
5. Harry S. Stevens
6. N. T. Horr
7. George Tatnall
8. Dr. Lennox
9. H. B. French
10. A. E. Taylor
11. C. M. Clay
12. J. P. Wooten
13. E. T. Baker
14. C. E. Coffin
15. A. M. Haynes
16. C. M. Paine

The *personnel* of the play gaged in the match is thu by Mr. Foster: "Mr. H Stevens is a member of the sity Club, of Chicago, and gentleman whom 'Cav thought the best whist-p met during his visit to A Mr. E. C. Howell plays on th of the American Whist C Boston, and is the recogn thority on probabilities a games, many articles from h having appeared in *Whist* W. S. Fenollosa is a whist-t in Salem, Mass., and a fr contributor to *Whist* and the Mr. Harry Trumbull was c of the team that won the pionship in 1894. When dy consumption, the following w he played his last card at w the spade seven at the tenth in hand No. 92. Mr. N. T

eland, has contributed sev-
icles to *Whist*, chiefly his-
Mr. T. E. Otis, of Orange,
a whist-teacher, and a mem-
everal prominent New York
ubs. Mr. George Tatnall is
of the Wilmington (Del.)
Club, and is one of the vet-
urnament players. Dr. R.
, of Brooklyn, is one of the
players in the great tourna-
Mr. C. M. Clay is cele-
as a composer of perception
is in *Whist*. Mr. A. E.
of the Knickerbocker Whist
New York, is one of their
yers. Mr. H. B. French is
e Philadelphia Whist Club,
o plays on the Art Club
Mr. J. P. Wooten is the
of the Capital City Bicycle
am, of Washington, D. C.,
mpions for 1892-'93. This
an has won a prize at every
ongress, and is considered
he most brilliant players in
gue. Mr. C. E. Coffin is
hor of several works on
The Gist of Whist' being
known. Mr. E. T. Baker
f the best known of Eastern
ent players. Mr. C. M.
is the editor of *Whist*, a
y journal devoted exclu-
the interests of the game."
ay add that Mr. Foster's
Tactics" is based upon the
and contains the hands in

dea of whist by correspond-
us suggested, was taken up
American Whist League,
pursuance to action taken
whist congress, President
z, in the fall of 1895, ap-
the following committee
nament by correspondence,
ll power to act: Milton
k, of Philadelphia, chair-
E. Taylor, of New York,
n T. Mitchell, of Chicago.
At this writing (January, 1898,) nothing definite has as yet been accomplished.

In *Whist* for November, 1897, W. B. Brush, the originator of the "Brush Tramp Trays" (*q. v.*), communicated the particulars of another whist match by correspondence, which had just been commenced, and which is still unfinished at the present writing. The match consists of two tables, each playing four deals at a time, and after playing through, the hands are exchanged and played over, making it practically two teams of four. Says Mr. Brush: "Table No. 1 is composed of Miss J. E. Lee, Albuquerque, New Mexico (north); Miss N. S. Baldwin, San Francisco, Cal. (west); Mrs. E. C. Howell, Boston, Mass. (east), and myself (south)—east and west playing the 'Howell openings,' and north and south playing the Foster system, as published. Table No. 2 is composed of Mrs. Clarence Brown, Toledo, Ohio (north); Mrs. E. L. Wood, Brookline, Mass. (east); Colonel A. S. Burt, Fort Missoula, Mont. (west), and Colonel Hy. Hutchings, Austin, Texas (south)—east and west will play the American leads, and north and south the Foster system, as taught. To Mr. Foster, I believe, is due the credit of originating the game by correspondence, and I believe if it were more universal it would be the better for those who wish to learn the game."

Whist Match by Telegraph.—In *Whist* for April, 1897, John Hall asks: "We occasionally hear of chess tournaments by telegraph between cities miles apart. Why not whist? We will say, for instance, a match is arranged between New York and San Francisco, and that San Francisco at table one are

north and south. Two gentlemen representing New York would sit east and west, and at New York two would sit north and south for San Francisco. If the tray indicates that it's San Francisco's deal, the deal is made, and east and west's hands are taken from the table and wired to New York, and then New York leads. A messenger quietly, but without delay, walks over to the operator and communicates the card played, and a messenger at San Francisco takes the card from the operating table and places it in front of the gentlemen representing New York. A half dozen tables could be managed easily. The only delay of consequence would be transmitting the original hands. After that, with intelligent service, the play should go along smoothly. If one of the players happened to be a telegraph operator, he should be kept out of earshot from the instrument while the opponents' hands are being transmitted; after that it makes no difference.

"The Western Union or Pacific and Postal would, I am sure, allow the use of their wires, after say 8 o'clock p.m., for such a novel contest.

"In the same way a match could be arranged between England and the United States, and the cable [illegible] [illegible] [illegible] [illegible] the [illegible] [illegible] [illegible] [illegible]"

W[illegible] [illegible] Mr. H[illegible] [illegible] [illegible] "The [illegible] [illegible] [illegible] *Whist*, [illegible] [illegible]. One was between Philadelphia and Harrisburg, and between London and Nice—but result was unsatisfactory, for game inevitably 'dragged' so as [illegible] become wearisome. Even with [illegible] method suggested, of running [illegible] into the rooms, we doubt if a [illegible] nament game could be played [illegible] factorily."

Whist Memory.—The ability [illegible] remember the cards that have [illegible] played, and other features of [illegible] game learned by observation. [illegible] "Attention at the Whist Table," "Inattention," "Memory," "Observation." [illegible]

"Whiston, Professor." [illegible] name under which Edmond H[illegible] was satirized in "The Humours of Whist" (*q. v.*), which appeared in 1743, the year after his book [illegible] whist was first published.

Whist Pack.—A pack of [illegible] nary playing cards, with [illegible] tional cards for whist [illegible]. These four extra cards [illegible] table of American leads [illegible] possible [illegible] special trump leads. [illegible] the cards [illegible] same as the [illegible] order that their [illegible] hand may not attract [illegible] disclose information [illegible] extra cards is [illegible] the players [illegible] of the pack [illegible] [illegible] with [illegible] [illegible] were [illegible] for [illegible] playing [illegible] Whist packs were [illegible] placed upon the market [illegible] the author of this volume [illegible] Foster had [illegible] of instruction [illegible] "W[illegible] Glance," but this was [illegible]

ble for consultation by any of layers. It was unknown to he time, as was also the effort H. Barney, who had had the printed upon cards for distri-ı. The idea of making four cards of instruction a part of ɛ of cards, to be used in the ɛr described, was distinctive he whist packs.

st Party.—A gathering of ɔr more persons for the pur-ɔf playing whist; also, in a ɛr sense, a social entertain-in which whist forms the although not exclusive, feat-

ɛ is something very attractive in ɔnicle of the whist parties of old. was no ostentation or display, no to outshine a neighbor by an spread of wines and luxuries. ity—a stern simplicity of enter-nt—marked all such combina-Their cost was within the reach ınd they were enjoyed by all who l an invitation to attend them.—*ourtney* [*L + O.*], "*English Whist.*"

ıst Patents. — A careful of the records of the Patent at Washington reveals the at up to this date of writing ıry, 1898) there have been d in all thirty-two patents vices or improvements in three relating to straight, enty-nine relating to dupli-We give them in chrono-order, together with a brief ɔtion of each invention:

nt No. 404,782, granted June , to Robert F. Foster, Balti-Md. (now of New York). A ɔf cards divided into sets or in which each card is pro-with indicators designating ıd to which it belongs, and ler of playing it in pre-ar-games.

ıt No. 462,448, granted No-ɾ 3, 1891, to Cassius M. Paine and James L. Sebring, Milwaukee, Wis., and Kalamazoo, Mich. A tray for the game of duplicate whist, provided with four holders arranged to retain the several hands of the original play by themselves and in order for the duplicate play.

Patent No. 481,995, granted September 6, 1892, to Milton C. Work, Philadelphia, Pa. In a duplicate whist apparatus a series of four subdivided compartments, each compartment marked respectively to designate the leader, second hand, third hand and fourth hand, and each subdivision marked to designate the order in which the respective hands to be contained therein were played.

Patent No. 491,302, granted February 7, 1893, to Fisher Ames, Newton, Mass. Playing cards provided on their faces with letters, figures, or marks, as set forth, the marks on each card indicating the combinations of cards, including the one so marked, from which combinations the card so marked is the proper lead.

Patent No. 499,406, granted June 13, 1893, to S. T. Varian, East Orange, N. J. A pack of cards having on their faces the usual marks and small quadrangular figures printed upon each card, and marks outside the angles indicating the plays from plain suits, and marks within the angles indicating the plays from trumps.

Patent No. 502,089, granted July 25, 1893, to William O. Bird, Cambridge, Mass. A pack of playing-cards having the usual marks upon their faces, each card carrying an indicator whereby the hands dealt out of a pack of such cards are recorded, and may be re-dealt from the same pack.

Patent No. 514,302, granted February 6, 1894, to John G. Butler,

Augusta, Ga. Apparatus for playing duplicate whist, comprising a cross-shaped tray having a raised border with its top open, card receptacles within the branches projecting outward from the centre portion, and provided at or near the inner ends of said branches with inwardly extending projections designated to confine the cards in a given direction, with freedom for removal when required, and means for holding the cards in said receptacles.

Patent No. 516,224, granted March 13, 1894, to Charles E. Parks, Somerville, Mass. Apparatus for playing duplicate whist, consisting of a table having four independent groups of card-carrying levers, each lever being independently operated by the player to display the card borne by it.

Patent No. 521,302, granted June 12, 1894, to Arthur H. Woodward, Chicago, Ill. Duplicate whist boxes. A closed rectangular case, corresponding in size to a pack of cards, and divided into four compartments arranged one above the other, and each provided with a single opening on each side and one in each end of the case, the said openings being arranged in opposite sides and opposite ends of the case, whereby the case is adapted to receive and retain the four hands in the respective compartments. Also, a device whereby the hand in each compartment may be projected a slight distance out through the opening.

Patent No. [illegible] granted September [illegible], 1894, to [illegible] A. Besler, [illegible], Pa. Apparatus for playing duplicate whist. A tray [illegible] plates with intervening corner and central blocks forming pockets closed on their [illegible] ends and open at the outer edge of the tray.

Patent No. 520,609 granted November 27, 1894, to George [illegible]well, New Bedford, Mass. [illegible] whist table. A stationary disk firmly mounted [illegible] a central post or standard [illegible] etted for the purpose of [illegible] a revolving top, [illegible] mounting the central [illegible] pockets in revolving [illegible] receivers under the [illegible] when open projecting beyond the edge.

Patent No. 530,[illegible]5, granted December 11, 1894, to W[illegible]don, New York. Duplicate apparatus. A game [illegible] into two or more compartments adapted to hold one or more [illegible] of cards; a rest consisting [illegible] piece having an angular [illegible] at one end, so constructed [illegible] may be used to lift the hands from the box [illegible] the separate packs or [illegible] several compartments in position.

Patent No. 532,61[illegible], granted January 15, 1895, to Charles [illegible] Syracuse, N. Y. Card [illegible] duplicate whist, comprising [illegible] having a centrally [illegible] subdivided into [illegible] receiving compartments [illegible] a corresponding number of cards [illegible] ing outward to receive [illegible] hands the number corresponding to each other [illegible] number of card receiving [illegible]ments.

Patent No. [illegible] granted February [illegible], to W[illegible] New York. [illegible] A box [illegible] cards and having [illegible] surface [illegible] cards from [illegible] rods parallel [illegible] sides, and [illegible] end; and movable [illegible]

reon, and a step at the
f the box to co-operate
back of the box and the
d surface at the bottom to
dividers and playing-cards
hem in an inclined posi-

No. 535,920, granted
1895, to Cassius M. Paine,
ee, Wis. Apparatus for
duplicate whist. A wire
frame, provided by bend-
ie wire with legs for rests
stops, with four arms so
at their extremities as to
bendings of the wire on
a shelf into which sepa-
s of the original play of
whist are to be thrust,
nich they are to be held in
the slight spring of the
he two planes, so that the
l be segregated by them-
the duplicate play, one
ns to be different in super-
pearance from the other,
indicate the dealing and
ands.

No. 536,198, granted
, 1895, to Herbert H. Ev-
lamazoo, Mich. In a du-
ist tray, holders for cards
of springs securely at-
each end, the ends up-
ojecting, and the middle
oming close to the boards.
No. 542,748, granted July
to Fisher Ames, Newton,
ray board for duplicate
. flat tray board of sheet
composed of a body; four
is, each of the width at its
l of a playing card, and
its outer end, and each of
f the length of a playing
l bands held in place by
e of the projections and

No. 543,746, granted July
o Hugh Mitchell, Duluth,
Duplicate whist board. In
a duplicate whist board the combination, with a suitable board, of a single straight integral elastic band attached at intervals to said board, so as to form a plurality of card-retaining rings, and straps applied on the respective straps for lifting the same, whereby the whist hands can be slipped beneath the said straps and kept separated.

Patent No. 544,907, granted August 20, 1895, to L. F. Braine, Ridgewood, N. J., and B. G. Braine, Brooklyn, N. Y. A duplicate whist score-card, consisting of two plates secured one to the other, each having a series of oppositely placed openings therein, and a series of revolving disks located between the plates, each disk in the series having numbers on its opposite faces, from 1 to 13 inclusive, and disposed in such a manner that the sum of the numbers simultaneously exposed through said openings is 13, whereby the number exposed through one opening may indicate the tricks taken in the original score by one set of players, while the oppositely and simultaneously exposed number will indicate the number taken in the duplicate score, by the same set of players.

Patent No. 546,572, granted September 17, 1895, to F. L. Barrows, Ironwood, Mich. A duplicate whist apparatus, consisting of a medially divided tray, and a flexible connection between the two portions of the tray, each portion of the tray carrying two pockets to receive the hands.

Patent No. 548,185, granted October 22, 1895, to Herbert H. Everard, Kalamazoo, Mich. Duplicate whist apparatus. The combination of the trays; broad, flattened hooks, square at the end; rubber-band holders folded into the ends of said hooks, so that the bands can easily

be detached or renewed, the hooks being adapted to be concealed in the depressions in the trays.

Patent No. 548,255, granted October 22, 1895, to Albert H. Howard, Kalamazoo, Mich. Duplicate whist tray. A mat for use in playing the game, and for holding the cards, consisting of a square of flexible material, with fasteners at the corners and toward the centre thereof, to fold the corners of the same over the hands of cards, and fasten them there; also, a band or strap to retain the cards in position.

Patent No. 548,740, granted October 29, 1895, to L. F. Braine, of Ridgewood, N. J., and B. G. Braine, of Brooklyn, N. Y. Duplicate whist box. A box for holding cards for playing the game of duplicate whist, consisting of several partitions having their ends free, and a movable indicator, located within said box, showing the compartments into which to place the cards during the original play while in one position, and the compartments from which to withdraw the cards during the duplicate play while in the other position.

Patent No. 540,614, granted November 12, 1895, to F. Sanderson, Chicago, Ill. In an apparatus for playing duplicate whist the combination with a base-plate of a top-plate, separated therefrom and held in relative position by means of a rectangular central block, whereby a card receptacle is formed around the block, the base-plate larger than the top-plate, and provided with a ridge or raised portion outside the dimensions of the top-plate, opposite to the four edge faces of the central block, which serves, in combination with the top-plate, for the purpose described.

Patent No. 552,732, granted January 7, 1896, to Luther C. Slavens, Jr., Westport, Mo. Apparatus for playing duplicate whist, co[illegible] of a series of trays, each of [illegible] is provided with holders [illegible] several hands, and a charact[illegible] each tray to distinguish it fr[illegible] others, and an auxiliary tr[illegible] vided with a number of [illegible] equal to the number of [illegible] trays, each holder on said [illegible] tray being provided with a [illegible] ter corresponding to the [illegible] guishing character of one [illegible] playing trays.

Patent No. 553,741, grant[illegible] ary 28, 1896, to Lucius C. [illegible] son, Rolfe, Pa. A duplicat[illegible] board, provided on its [illegible] with four rows of numer[illegible] with its respective edges, a[illegible] ing an open central [illegible] field, a loop for each row [illegible] als extending parallel [illegible] and formed of flexible [illegible] adapted to be flexed [illegible] admit the cards [illegible] hold them down on the [illegible] a pointer sliding on every [illegible] extending toward the num[illegible]

Patent No. 555,[illegible] March 3, 1896, to W. T. [illegible] Washington, D. C. A [illegible] whist tray, consisting of [illegible] plate and an upper-plate [illegible] terposed partitions and [illegible] dividing the space between [illegible] plates into a series of [illegible] compartments, wholly [illegible] their sides and inner ends [illegible] tially closed at the [illegible] tray by the said side [illegible] cards being adapted [illegible] through openings in [illegible] plate partially covering the underlying compartments.

Patent No. 561,[illegible] grant[illegible] 9, 1896, to Louis W. H[illegible] Rapids, Mich. In a card [illegible] for playing duplicate whi[illegible] combination of two wings [illegible] together, and adapted to be [illegible] to simulate a book, and [illegible]

ack to designate its num-
ıat when opened the mark
›ncealed; a transverse strip,
nately the thickness of
cards, attached to the face
wing, a metallic spring se-
:ermediate its ends to said
l at right angles thereto,
›ted with its free ends to
ackages of cards to said

No. 564,227, granted July
to Frederick Sanderson,
Ill. Apparatus for play-
licate whist. A series of
:ptacles arranged radially
me plane, and formed by a
and top plate separated by
of blocks, with a central
tween the several receptа-
ıme counter mounted in a
ıole in the top plate and in
'al space.

No. 568,600, granted Sep-
29, 1896, to Florence H.
Cincinnati, O. Duplicate
ard. The combination of a
lar board or backing made
of cards used, and having
'ed characters or symbols
ace and back; a series of
›ops or bands projecting
from the four sides or
said board, and adapted
e and retain intact the sev-
ds of cards; also to enable
ds to be folded or laid one
other over said board or
and a fastening strap to
the folded packs and hold

No. 589,089, granted Au-
:897, to James W. Johnson,
›oga, Tenn. A duplicate
›le having a top provided
eries of slots arranged in
lation to each other, with
ner ends in the arc of a
d their outer ends upon a
arc, with a curved groove
ing said slots, and a sup-
port for the cards beneath the slots at such distance beneath the same that when cards are placed in the slots their upper edges will fall beneath the upper surface of the top.

Patent No. 597,122, granted January 11, 1898, to John Omwake, Cincinnati, O. In a duplicate whist apparatus the combination of a box having a plurality of compartments, each provided with a stationary inclined bottom, means for maintaining cards against lateral movement in said compartments, and a cover contacting with the cards and co-operating with said box to maintain the cards in their proper relative position and against displacement therein.

"Whist Popes, The."—A term applied by their opponents to Messrs. "Cavendish" and Trist on account of the universal deference to, and confidence in, their opinions shown by the rank and file of the modern scientific school.

When the whist-players of America met in Milwaukee, in 1891, to worship at the shrine of their favorite game they seem to have acknowledged two popes—"Cavendish," in London, and Trist, in New Orleans. Anything either of these authorities might say was received with all the respect characteristic of those who believe in the doctrine of infallibility as applied to whist. * * * Fortunately, the two gentlemen in whose hands the destinies of the whist world were placed, were agreed upon most of the vital points connected with the game as it was then played. "Cavendish" was the final arbiter in everything, and any person who disagreed with his views or questioned his decisions stood in about the same relation to orthodox whist-players as Bob Ingersoll does to the established church. —*R. F. Foster* [*S. O.*], *Monthly Illustrator.*

"Whist Queen."—See, "Wheelock, Kate."

Whist Received at Court.—Whist was formally received at court, and acknowledged as one of

the royal amusements in England, about the middle of the eighteenth century. In 1720 the "Court Gamester," written for the young princesses, contained an addition called the "City Gamester," containing less polite games used east of Temple Bar. Whist was included in the latter, but in the eighth edition, published in 1754, it was honored by being transferred to the court or palace division.

Whist, Schools of.—So great is the interest taken in whist, especially in this country, that many systems of play and schools of players are naturally formed and upheld. In a general way the old and the new school—the conservative and the progressive—seems to be the proper dividing line, but the new school is in turn divided up into other so-called schools. Foster, in his series of articles, "Whist and its Masters," published in the *Monthly Illustrator* (1896-'97), enumerates the following: (1) The Old School; (2) the New School; (3) the Signaling School; (4) the Scientific School; (5) the Number-Showing School; (6) the Duplicate School; (7) the Private Convention School. See, "System," and "Whist, Varieties of.")

Whist Season, The.—Whist is undoubtedly played more generally in the winter than in the summer season, although the game forms a favorite pastime also at summer resorts, and the tournaments of the American Whist League always take place during the heated term, forming part of a delightful outing. Outdoor sports and exercise, however, claim a large share of attention among the general public in the season of long days and short nights, and whist, as an indoor amusement and recreation, must necessarily be l to some extent.

By a singular coincidence (o call it by a provision of na months which rejoice in the are precisely those which adapted for the cultivati n *Blackwood's Magazine, Novem*

Whist Sense.—The c mind in a player which him to grasp and solve situations in whist-play r of rule, and as if by Whist sense is an evidence genius.

That an inference is true or reasonable or fanciful cann t demonstrated by logical or ma process, and the only test lies sults accomplished, particular tice. And yet it is this very e uncertainty as to the precise n a play which affords the opp the whist-player to show his whist sense.—*C. Hatch* (*L. February, 1895.*

Whist Strategy.—See, egy."

Whist, Varieties of.— at least a score of games w offshoots or varieties of w in nearly every case ther enough of similarity to cl tionship, and that is all. of the varieties can comp the original or parent g the so-called varieties th traced and noticed in this following: "Boston," " Fontainbleau," "Bridge," enne," "Chinese Whist, vorite Whist," "French " "German Whist," " Whist," "Invincible "Mort," "Prussian " "Russian Boston," Whist," "Solo Whist "Swedish Whist." Al which are more entitle classed with whist; Double and dummy; and these, w

th modifications in the f playing, or the arrange- l movements of the play- pass, drive, duplicate, mne- uplicate, and progressive. so, "American Game," Whist," and "Short

e three distinct games of whist: t, ten points; short whist, five l American whist, seven points. former honors are counted; in they are not. Whist is also ently played for continuous thout reference to games. , too, the so-called duplicate, e, and drive whist; the last, it laimed, evidently receiving its s its unfortunate tendency to players crazy. The Germans igrelized game, combining the features of whist and pitch. so a game called Scotch whist, 'avendish" says, bears about resemblance to whist that the lle does to the violin.—*Emery* [*L+A.*], "*Winning Whist.*"

Without a Trump.—In April, 1895, C. T. Dutton, nee, Ill., inquires concern- nist without a trump," saw some Scandinavians ot understanding the lan- e could not obtain any ex- n of it from the players. to this communication, on received a letter from asmussen, of River Falls, l this as well as the sub- correspondence has been l to us. From the de- which Mr. Rasmussen is rive, it would appear that linavians in the Northwest game of "cayenne" (*q.* modification of it. In alled variety of whist, other modes of play, a ay announce a "grand" for tricks without any it; or he may play "nullo" o make as few tricks as without naming a trump- "bridge" the players also have the privilege of playing without a trump, and it is considered advisable sometimes under certain conditions. So, also, in "solo whist" the *misère* or "nullo," and the "spread," are played without any trump-suit.

Whister.—One who plays whist; a term of recent origin in America.

"Whitechapel Play."—In the early history of whist this term was used as expressive of very bad or ignorant play. As early as 1755 it occurs in *The Connoisseur*, which was published by Colman & Thornton, in London, in an article in which a school for the education of young ladies in the art of whist is humorously advocated. The phrase is obsolete now, having been superseded by "bumblepuppy" (*q. v.*).

"Whitechapel play" used to be the contemptuous expression applied to a man who played his aces and kings at random, without any attempt to utilise them to bring in a long suit, or to benefit his hand by their aid in other ways. In and around Manchester the same kind of wasteful play was known by the term of "Oldham play." At Edinburgh the old ladies designated it as "chairman's play"—a phrase which carries the mind back to the days when ladies were carried in sedan-chairs.—*W. P. Courtney* [*L+O.*], "*English Whist.*"

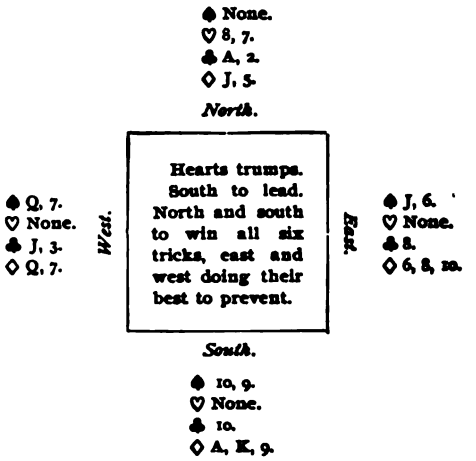
Whitfeld, William H.—The foremost inventor of double-dummy problems, and a whist mathematician and analyst of great ability. Mr. Whitfeld was born at Whist Villa, Ashford, Kent, England, October 15, 1856. He informs us that the name of the house had reference to its retired character, and not to the game. He attended a private school at Ramsgate, and afterwards, in 1876, entered Trinity College, Cambridge. He came out as twelfth wrangler, and took his degree in honors in 1880. As

the best English mathematicians graduate at Cambridge, to be high up in the list of wranglers indicates unusual proficiency. After teaching school for two years, he became mathematical lecturer at Cavendish College, Cambridge (named after the Duke of Devonshire, and not after Henry Jones). It is another coincidence that the college is located in the parish of Trumpington. After Cavendish College became involved in financial difficulties, in 1891, Mr. Whitfeld sought other fields of labor, and he is, among other things, engaged by the examining syndicate of bodies affiliated with the University of Cambridge.

Mr. Whitfeld has been very fond of whist from an early age. Though at no time a great frequenter of the whist-table, as compared with some devotees of the game, he has devoted much spare time to analyzing positions and working out problems. His first contributions to whist literature consisted of some double-dummy problems published in 1880 in the Cambridge *Review*, an undergraduates' journal. His fame as a whist problemist was established, however, by a double-dummy problem which he sent to the London *Field*, and which appeared in its issue of January 31, 1885. This is conceded to be the most difficult problem of its kind ever constructed. It may be of interest to know that it was composed in bed. Mr. Whitfeld was kept awake one night by a strong cup of coffee, and employed his sleepless moments in thinking it out. In the morning it was finished. Before its appearance in the *Field*, "Cavendish" sent a copy of it to N. B. Trist, and the latter had it published in the New Orleans *Times-Democrat*, from which paper it was extensively copied, and went the rounds in this country. whist-players wrote that there be some mistake about it, as found it impossible of so As eminent an expert as C Hamilton stated that it took two weeks, and he did not se Proctor could possibly have it in fifteen minutes—that w story which had come over England. Proctor's name w riously connected with it country. It was generally of as the "Proctor pro Professor Proctor was supp have composed it. It re letter from "Cavendish," in to correct the error.

R. F. Foster writes as concerning the problem in th York *Sun* of March 1, 18 H. Waldo, a bookseller in ford, Ill., published it in the ford *Gazette*, in 1885, and any whist book on the mark prize for its solution. The Whist Club spent three week it in vain. No one in the M kee Whist Club could solve the prize was finally won by F. Crummer, of Omaha, Ne sent in his solution many after the problem first app Nothing indicates better tha problem the progress whis made in the past ten year 1885 a prize for its solution begging for months; to-da have thirty-five correct answe of one hundred and fifty attempts."

We give the problem here in its original and correct together with the solution. ceived from Mr. Whitfeld In this case, as in all other lems, the solution should consulted until all efforts t out the answer have failed, or it is desired to verify a so arrived at:



correct solution of the prob- as follows:

:k 1.—South leads ace of dia- s, on which north plays jack. s the key to the problem. Only is play can north reserve the tunity of playing a diamond gh west and giving south a e, should the development nt such a course.

:k 2.—South leads ten of s, which north wins with seven irts.

:k 3.—North leads eight of , on which south discards ten ibs. West is obliged to un- one of the plain suits. His iscard is the spade, since his er also guards that suit.

:k 4.—North plays ace of and east is compelled to un- the spade or diamond suit. , playing after east, keeps iit from which east has dis- d.

:k 5.—North leads a diamond, south wins with the king.

:k 6.—South leads the thir- a spade or diamond.

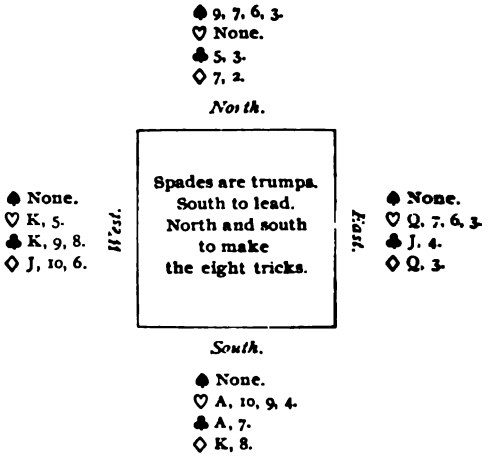
It should be noticed that if at trick three west discards the queen of diamonds, he leaves south with the tenace over east, and if he discards a club, north will make his small club.

We may add that the problem, since its original publication, has frequently been republished in a somewhat altered or disguised form. One of these variations was given in the London *Field* of December 14, 1889, where the suits and some of the unimportant cards were changed from the original. The New York *Sun* of March 1, 1896, contained another variation.

The first publication of the problem in the *Field* was followed by other interesting and difficult hands composed by Mr. Whitfeld, as well as by articles on whist, in which his mathematical genius was displayed in close reasoning and subtle analysis. In 1892 he became regularly connected with the staff of the *Field*, and in 1893 he had entire charge of its card department during "Cavendish's" absence in

America. Mr. Whitfeld is also a frequent contributor to *Whist*, America's representative journal of the game. In 1896, with "Cavendish," he attended the sixth congress of the American Whist League, at Manhattan Beach, when President Schwarz introduced him in the following words: "I would like to say, in regard to Mr. Whitfeld, that he has long been associated with 'Cavendish' in the conduct of the London *Field*, and has many valuable contributions whist literature of this countr that, as a whist mathematici is without a superior."

In closing this brief noti take pleasure in giving anoth of his very best double-d problems; in fact, he h considers it of nearly equal with his more celebrated ac ment:



The correct solution of the problem is as follows:

Trick 1.—South leads a small heart, which north trumps.

Trick 2.—North leads a trump, forcing a discard from east. If he discards a heart, south will finally make a trick in that suit with the last heart. He must, therefore, discard a club or a diamond. The position of the cards in these two suits being in all essential respects similar, we need only take one case. We will suppose that he discards a club. South then also discards a club.

Trick 3.—North leads a which south wins.

Trick 4.—South leads the heart, to which north disca diamond.

Trick 5.—South leads a heart, which north trumps.

Trick 6.—North leads th trump. Unless east keeps hi south will make the last t East must therefore discard mond. South then discard heart. West is now in a dif If he discards a club, north take a trick with the last ca that suit, and if he discar

id his remaining one will
south's master card, and
last diamond will win a
In either case, north and
rin all the tricks.

e player in fifty can solve it [the
problem] without assistance.
remarkable that so difficult a
tion could be set up with only six
Whist, October, 1892.

oblem which we gave on the six-
generally known as the "Whit-
oblem, and was composed by W.
feld, "Cavendish's" understudy
editor of the London *Field*,
lish" says it is the most difficult
with six cards ever composed.
rsons call it the Proctor problem,
tor simply introduced it to this
—*R. F. Foster* [*S. O.*], *New York*
rch 1, 1896.

eld Problem.—See, "Whit-
. H."

ing Card. — The highest
play of any suit; the king
ie master card (*q. v.*)

it a winning card before a twelfth
enth card, as the adversaries
iscard the only one of the suit,
your best card.—*H. F. Morgan*

n the Rest."—Some play-
ier through carelessness or
ience, at times show undue
n taking in the final tricks
they consider as good as
There are good reasons why
and should be played out to
round.

a player say, "I can win the
have won the game," or make
that effect, his hand shall be
lown.—*Deschapelles* [*O.*], "*Laws*,"
12.

player says, "I can win the
The rest are ours," "We have the
or words to that effect, his part-
rds must be laid upon the table,
liable to be called.—*Laws of*
merican Code), *Section 36.*

English code, if a player says,
game in my hand, I can win the
ere is no penalty. By the Ameri-
e, law 36, the partner's cards
laid upon the table, and are lia-
ble to be called.—*A. W. Drayson* [*L+*
A+], "*Whist Laws and Whist Deci-*
sions."

Woman's Whist League.—This most interesting and welcome national organization dates from the woman's whist congress (the first of its kind) which was held at the Hotel Walton, Philadelphia, beginning April 27, 1897. The Woman's Whist League was the outcome of a movement which had been gathering force for several years. The rapid increase of women whist-players, thanks to the efficient teaching of Miss Kate Wheelock, and many other able women following in her footsteps, and the great proficiency in the game shown by thousands of the fair sex, made it inevitable that they should eventually have a central organization, aside from their local clubs or coteries.

While the constitution of the American Whist League did not prohibit women from joining, the idea of a separate league seems to have been entertained by the great majority. At first Miss Wheelock planned an auxiliary to the American Whist League, but after due consideration the matter was postponed for a time. It was next taken up in the Trist Whist Club, of Philadelphia, and a delegation of its members went to the sixth congress of the American Whist League, at Manhattan Beach, 1896, with a communication asking the advice of the League upon the subject, but after an informal conference action was deferred. The communication was as follows:

At a meeting of the executive board of the Trist Whist Club, of Philadelphia, held June 10, the possibility of being in some way affiliated with the A. W. L. was discussed. The board appreciated the difficulties in the way of full membership, but realizing the benefit that would accrue to the women whist-players

throughout the country could they have the stimulus of the counsel and interest of the League, they decided to ask if in the opinion of the A. W. L. board the formation of an associate league is feasible. A committee, consisting of Mrs. T. H. Andrews, vice-president and founder of the Trist Club, Mrs. Charles Williams, and Mrs. Edwin L. Hall, members of the executive board, was appointed to act for the Trist Club; and they now ask if the members of the A. W. L. approve of the plan, and, if so, whether they will kindly advise the proper steps to take toward the formation of such an associate league.

MARY P. HALL,
Secretary *pro tem.*

Mrs. Andrews, who had caused the Trist Club to take action, was very much in earnest and not in favor of any further delay. Her interest in the cause of woman's whist had already been demonstrated the previous year by a whist tournament which she had instituted among the ladies of Philadelphia, and that tournament was the beginning of the movement for a separate league, to which she now bent all her energies. The matter took formal shape at another woman's whist tournament, held in Philadelphia, November, 1896, at which four other cities were also represented—Washington, by Mrs. Joseph R. Hawley; Brooklyn, by Mrs. E. T. Baker; Pottsville, Pa., by Mrs. Baird Snyder; and Camden, N. J., by Mrs. William J. Williams. At this meeting the following resolution was unanimously adopted:

Resolved, That the contestants in the woman's tournament, held at 1115 Spruce street, Philadelphia, November 11, 12, and 13, 1896, heartily approve of the formation of a woman's whist league, and for the accomplishment of that object call upon the women whist-players of America to organize whist clubs and send representatives from such clubs to a meeting to be held for the purpose of league organization. That Mrs. T. H. Andrews be requested to act as chairman of a committee of five, she to appoint the other four; the duties of said committee to be to select the time and place for such a meeting, and issue a call for the same.

On December 18 Mrs. announced the other four of the committee, as follo J. R. Hawley, Washingto Mrs. Waldo Adams, Bosto Mrs. Clarence Brown, To and Miss Susan D. Biddle Mich. That the efforts o dies met with warm and k cognition everywhere, from the comments mad press as well as from the f which was adopted by th tive committee of the A Whist League, at its m meeting held at Nashvill February 22, 1897:

Your committee, to whom w the communication of the T Club, of Philadelphia, beg le port: In the opinion of your c the organization of a woma league of America is both t and commendable, and, if pr ducted, will be in the highe beneficial to the interests of We realize that the training our whist-players are and sh tinue to be in our homes, where and daughters reign supreme their ennobling and refining can best be exerted. Whist is a home amusement, and can a be made the inducement to h ments of an attractive and cu ture. To this end, the co-opera women is essential. We ther come with sincere satisfactio ment that, if successful, mos securing such co-operation, at moting the study of the game sacred precincts of our home opinion of your committee s man's league should be entire from, and independent of, the Whist League, but in sympath It should have its own constitu and officers, and should ge own sphere the functions that liar to itself, and consonant wi jects for which it is created. T organization so conducted the A Whist League hereby extends t ternal greeting.

Respectfully submitted,
E. S. ELLIOTT
JOHN M. WALT
THEO. SCHWAR
Comm

On March 29, the comm organization, of which Mr

was chairman, issued the
l call for the congress and
ion of the league, in re-
: to which 226 accredited del-
attended from all parts of
nited States, among other
epresented being the follow-
Philadelphia, New York,
lyn, Jersey City, Princeton,
k, Boston, Providence, Wash-
, Baltimore, Richmond, Chi-
San Francisco, Minneapolis,
), Detroit, Denver, Indian-
Pittsburg, Wilmington, and
:n. Mrs. Andrews, as chair-
f the organization committee,
the meeting to order at
o'clock on the morning of
17, and was made temporary
ıan upon motion of Mrs. J.
wley. Mrs. Henry Krebs, of
'rancisco, was made tempo-
:ecretary upon motion of Mrs.
ce Brown. Mayor Warwick,
ladelphia, delivered a pleas-
ddress of welcome to the
and was followed by Mrs.
Townsend, the senior whist-
ı of the Quaker City, who
ı brief but excellent response.
r H. Barney, president of the
can Whist League, was pres-
ıd also made a speech, which
armly received. Thereupon
'oman's Whist League was
ormed, on motion of Mrs. L.
ıll, seconded by Mrs. J. B.
ın. A motion for the ap-
ıent of committees on con-
on and by-laws, tournament,
ion, and nominations was
by Mrs. Walter Peck, of
lence, and carried. The pres-
accordingly announced the
ing appointments:

onstitution and By-laws—Mrs. Jo-
. Hawley, Mrs. Abbie E. Krebs,
s. Charles Williams.
'ournament—Mrs. H. Toulmin,
ilas W. Pettit, and Mrs. Frank

.eception—Mrs. H. C. Townsend,
Mrs. Morris Longstreth, Mrs. Duncan Buzby, Mrs. J. B. Colahan, Mrs. B. P. Moulton, Mrs. Roberts Lowrie, Mrs. Harrison K. Caner, Mrs. Milton C. Work, Mrs. Joseph S. Neff, Mrs. Lewis J. Levick, Mrs. B. M. Gaskill, and Mrs. Rodman Wister (the last-named being also treasurer of the League).

On Nominations.—Mrs. Leech, of Washington; Mrs. Walter Peck, Mrs. Bradt, Mrs. C. Bond Lloyd, and Mrs. Frank Samuel.

At the second day's session, fifty clubs being represented, the report of the committee on constitution and by-laws was presented and adopted. As a device for the League the ace of diamonds was selected, bearing the initials W. W. L. The club dues were fixed at ten dollars, and individual fees at five dollars. The attendance at the third day's session was the largest of any, and interest was centered in the following nominations, which were reported by the nominating committee and all duly ratified:

President—Mrs. T. H. Andrews, Philadelphia.

First Vice-President—Mrs. Joseph R. Hawley, Washington, D. C.

Second Vice-President—Mrs. Clarence W. Brown, Toledo, Ohio.

Treasurer—Mrs. Silas W. Pettit, Philadelphia.

Secretary—Miss Florence C. Greene, 33 Mawney street, Providence, R. I.

Board of Governors—Mrs. Waldo Adams, Boston; Mrs. Elihu Chauncey, New York; Miss Trist, New Orleans; Miss Susan D. Biddle, Detroit; Mrs. Lucian Swift, Minneapolis; Mrs. Abbie E. Krebs, San Francisco; Mrs. O. W. Potter, Chicago; Mrs. J. M. Walker, Denver, Col.; Miss Frances D. Dallam, Baltimore; Mrs. O. D. Thompson, Allegheny, Pa.; Mrs. Henry R. Wallace, of Staten Island (who resigned in favor of Mrs. R. T. Baker, of Brooklyn); and the Viscomtesse de Sibour, of Washington, D. C.

In a general way the new League followed closely the lines upon which the American Whist League was organized, and the laws of whist and duplicate whist adopted by that organization were also held to govern. The tournament, which

was a great feature of the congress, lasted all week, various contests being arranged. That the interest taken was full of enthusiasm may be judged from the fact that in the championship pair contest no less than 112 pairs were entered. There were over two hundred contestants in the mixed double pairs, forty-three teams of four in the teams-of-four competition, and 350 in the general contest on the closing night. Seven pairs qualified for the finals in the "pair championship." They were:

1. Mrs. Wallace and Mrs. Rawson, Staten Island.
2. Mrs. Christman and Mrs. Troth, Philadelphia.
3. Mrs. Swift and Mrs. Clinton, Minneapolis.
4. Mrs. Adams and Mrs. Pettit, Boston and Philadelphia.
5. Mrs. Samuel and Mrs. Wister, Philadelphia.
6. Mrs. Brooke and Miss Fisher, Germantown and Philadelphia.
7. Mrs. Bradt and Mrs. Richardson, Boston.

Seven pairs being inconveni Mrs. McCrea and Mrs. Earle Washington, were selected to m up the necessary complement. J Bradt and Mrs. Richardson, re senting the "Cavendish" C Boston, proved the winners, w the complementary pair tied winners as to matches, and m a trick score of 10⅛ to the wins 4¼. The prize was a silver lo cup, presented by Mrs. J. P. W crill, of Philadelphia, and kn as the Philadelphia Trophy. The individual souvenirs cons of handsome enameled pins, were presented by the "Cavendi Club, of Philadelphia. Mrs. W lace and Mrs. Rawson, who lost match by but one trick, won second prize, which consisted a pair of ivory glove-stretch given by the Mantua Village Cl of Philadelphia.

In the "mixed double" pair c test, for the mixed double championship, six pairs quali for the finals, which resulted follows:

	W.	T.	L.
Mrs. Wedges and Mr. Durban, Philadelphia	1	1	3
Mrs. Elkson and Mr. Shinn, Philadelphia	2	2	1
Mrs. Thomson and Mr. F. Wister, Philadelphia and Pittsburg	1	1	3
Mrs. Baker and Mr. Baker, Brooklyn	1	2	2
Mrs. Boetzman and Mr. Work, Philadelphia	3	1	1
Miss Goldsborough and Mr. M'Coy, Baltimore	3	1	1

There was a tie in the match score, but Miss Goldsborough and her partner were three tricks to the good, and were therefore declared the winners. So the clocks donated by the Hamilton Club of Philadelphia went to Baltimore, and Mrs. Toulmin and her partner received the silver fruit dishes presented by the Colonial Club.

The principal trophy played for at the congress, the Washington Trophy, was presented by the women of Washington, through Mrs. Hawley. It consists of a beautifully enameled silver shield upon which are inscribed the lowing words: "1897. The Wa ington Trophy, W. W. L. Ch pionship won by fours." Th wins are necessary for its perma possession. It was played for the congress, under the Mitch Howell system for progressive and was won, by a half-match the team from the Trist Club Philadelphia, consisting of M Frank Samuel, Mrs. Redman W ter, Mrs. Eugene L. Elkins, Mrs. Harry Toulmin. The ind ual prizes for the winners were silver cups. The full score follo

	Games Won.	Tie.	Lost.	Match Score.	Trick Score.	Plus.	M.
l	7	6	3	10	16	9	—
	4	3	9	5½	6	—	9
	4	7	5	7½	6	—	—
	6	7	3	9½	11	8	—
	3	6	7	6	4	—	8
	7	6	3	10	13	8	—
	6	5	5	8½	6	—	4
	6	6	4	9	11	7	—
	7	7	2	10½	10	7	—
	7	2	7	8	16	4	—
	5	5	6	7½	7	—	1
rews	5	4	7	7	9	—	4
	4	7	5	7½	4	—	2
	4	4	8	6	5	—	6
	6	6	4	9	7	—	—
	8	1	7	8½	9	—	1
ock	3	6	7	6	4	—	8

shington four, captained lawley, won the individ- given by the Trist Club, am winning the greatest tricks in the contest.

"detached fours," the r vinaigrettes, given by Battle Club, were won by rn team—Mrs. Clinton Swift, of Minneapolis; Brown and Mrs. Lloyd, —with a score of plus 9. 1 duplicate whist cabinet, by Gen. Heath, of Grand lich., was won by Mrs. ecently of London; Mrs. , of Camden, N. J., and s Croft, of Philadelphia, Emma D. Andrews Club, 1, N. J., with a score of

hest individual score of was made by Mrs. Brooke ster, Miss Fisher, of Ger- and this entitled them to nked sleeve-buttons pre- he Manheim Club. Their plus 18.

pposed contest between id men, which was to played on the evening 9, had to be abandoned, iber of players was alto- large, and impromptu e play was substituted, in participated. This closed the successful first congress of the Woman's Whist League.

In speaking of the officers of the new League, Eugene S. Elliott says, in *Whist* of August, 1897: "Mrs. Andrews is the wife of a physician of eminence in the city of Philadelphia. She is a lady of remarkable executive ability and energy, and it is to her untiring efforts that the present flattering condition of the Woman's League is undoubtedly due. Mrs. Hawley, the first vice-president, is the wife of General Joseph R. Hawley, one of the senators from the State of Connecticut to the Congress of the United States. Mrs. Brown is the wife of one of the leading lawyers of Toledo, Ohio, and Mrs. Pettit is the wife of one of the most distinguished lawyers of Philadelphia. Miss Greene is a member of one of the best families of Providence, R. I., and is said to be of marked ability as a whist-player."

The far-reaching results of the movement for the cause of good whist among the women of our land, of which this woman's whist congress is both a symptom and a result, can hardly be realized. * * * It means a wider, more generous, and more rapid development of the game. The influence of the American Whist League, in a certain measure at least, is confined to comparatively small coteries of players in the clubs. The widespread, persevering, and intelligent

study of the game by the women of our land within recent years, and the enlisting and organizing of their enthusiastic efforts is destined to cause the game to be established, in a truer sense than ever before, as the national indoor game of America, the game of the home as well as the game of the club.—*President Walter H. Barney* [*L. A. L.*]. *Annual Address before the A. W. L., 1897.*

Women as Whist Authors.—Up to the time that the women of America took up the game of whist, there was on record one solitary instance of whist authorship on the part of the fair sex. "Bob Short's Rules," which appeared in England in 1792, were compiled from Hoyle by Anne Lætitia Aikin (afterwards Mrs. Barbauld), and attained immensed popularity, some 7000 copies being sold in a year.

In this country, during the past few years, several interesting and valuable contributions to whist literature have been made by women. Not that they have announced any new or startling theories, or produced any original method of play, but the little volumes which they have published have been clear and lucid expositions of the game from the standpoint of woman, and especially adapted to her wants. The earliest effort in this direction was by Miss Kate Wheelock, the pioneer among women whist-teachers, who issued, in 1887, a 22 page brochure, which had on the outside of the cover this wording: "The Modern Scientific Game of Whist and How to Play It," and on the title-page the following: "The Fundamental Principles and Rules of Modern American Whist, Explained and Compiled by a Milwaukee Lady." The passenger department of a prominent Western railway published the booklet and issued several editions, consisting of many thousands of copies in the aggregate.

In 1894 appeared a "Condensed Text-Book of W by Roberta G. Newbold, of delphia, and this was follow second edition in 1895. tained "the American lea the principal plays of the and third hands, together few rules," according to t page. The little volume w cated to Miss Gertrude E whose pupil Mrs. New been. Next came a small fifty-four pages, which M Levick dedicated to her Miss Kate Wheelock an Roberta G. Newbold. It w tled, "A Whist Catechism was issued from the press o B. Lippincott Company, 1896. A second edition w lished in 1897.

In 1896 Miss Wheelock pu her well-known "Whist R 75-page book, in which s forth the rules and pra whist as used by her in he tions. Miss Wheelock wa mented by *Whist* upon th judgment shown in her c arrangement, which [illegible] said: "All rules and sugg are worded with a remark gree of accuracy. It [illegible] that one sees a new book which is so entirely free [illegible] neous and careless statem second edition was called fall of 1897.

In February, 1897, "C of Whist," by Emma C. A Mrs. T. H. Andrews, president of the Women's League, was published in P phia, and soon passed several editions. This s whist primer was foll afterwards by a sequel "The X Y Z of Whist designed for advanced [illegible]

In April, 1897, a new

's appeared from the pen
.beth H. Gay, of Boston,
'Whist Study Suits." The
:luded about fifty diagrams,
)wing a suit of from two to
s, each diagram being ac-
ed by directions for the
ond, and third hand play in
nps and plain suits. In some
; where there is a difference
)n among expert players as
est lead, both are given.
nd of the book long and
t leads are discussed, to-
ith various other points in
ategy. In explaining the
'or her manner of arrang-
explanatory matter in the
rs. Gay says: "The study
re planned for beginners,
meant to be studied. It
to me that by having the
ıe suit under study on the
would require more inde-
judgment on the part of
:nt, who could refer to the
corroboration; whereas, if
of play could be read in
on with the suit, the lesson
)t be so perfectly learned."

:n as Whist-Players.—
ıe earliest days in which
ıs elevated from the posi-
tavern game and received
ite society, the game has
air devotees. While, as a
England and other old-
)untries, women, as a class,
well grounded in, or thor-
familiar with, the game—
le, as a rule, the sterner
ε to their clubs to escape
y called "sick whist"—ex-
of brilliant proficiency
)t lacking among those
lay was thus looked down
Charles Lamb's ideal whist-
vas a woman, and some-
ıe must have met her
e, or he could not so faith-
fully have delineated the character and play of *Sarah Battle*. For many of the ancient dames in England, born in the earlier years of this century, whist has had a life-long charm, and instances are on record where they have played whist—and good whist, too—for upwards of sixty years. W. C. Cope, the Royal Academician, in his reminiscences, tells of two members of a family named Green, residing in South Shields, who were "very keen whist-players," and formed part of a remarkable quartette whose combined ages, in 1890, was 342 years. Miss Green, the oldest of the four, was ninety-three years old, and the next had attained to eighty. In commenting upon their achievements an English writer says: "Such success in overcoming the attacks of time and preserving the enthusiasm of youth, is worthy of imitation among the younger sisters in their sex."

The old-fashioned woman whist-player had her foibles, of course, and often she suffered, too, from being dragged into the game when she had no natural taste or talent for it. The domestic rubber, therefore, was sometimes a stormy one, as we may judge from the following curious incident: Alexander Henry Haliward, a famous physician of Belfast, Ireland, left his wife a legacy of £100, "by way of atonement for the many unmerciful scolds I have thrown away upon her at the whist-table." In every other respect, however, she was a model wife, for among his other bequests to her is the further sum of £500, "for her never having given on any other occasion from her early youth till this hour any just cause to rebuke or complain of her." Her one fault was that she could not play whist, and could not be scolded into learning.

Sometimes the ancient dames were fond of sharp practices, just the same as the men; and they had tempers, too. Charles Mackay, for instance, tells of an exciting game in which he took part in the rooms of Sir John Easthope, in Paris. His partner was Lady Wyatville, a keen, active woman of eighty, who still retained traces of her former beauty. She revoked, and being accused of the offense, denied it vehemently. When the proofs were produced she treated her accuser with "haughty disdain, and not very polite contradiction." Sir John thereupon lost his temper, and rasped out abruptly, "Madame, you are a cheat!" Her eyes flashed fire; she arose from her chair and advanced upon her accuser, who by this time had recovered his presence of mind and was bent upon extricating himself from his unpleasant position. "Yes, madame, I repeat it—you cheat abominably; and in the course of a long life," he added, placing his hand upon his heart, "I have invariably noticed that the handsomer a woman is, the more she cheats at cards." This compliment had the desired effect. She resumed her seat, all smiles. In the words of Mackay, "the tigress became the dove."

If we pass from these glimpses of old-time whist, and turn to the present, and especially to the United States, we will find hundreds, [illegible] thousands, of charming, bright-eyed, intelligent women who could give *Sarah Battle* points in her favorite amusement. As Dr. Pole says in his "Evolution of Whist," "It is noteworthy that while accomplished lady whist-players are so rare in England, in America they abound; they take part in the League matches, and are said to hold their own among the best club members. Th[illegible] be no doubt that since the [illegible] has been reduced to more s[illegible] atic principles it has becom[illegible] liked by the fair sex."

It was the modern sc[illegible] game as defined and advoca[illegible] Dr. Pole, and especially th[illegible] suit game and American l[illegible] perfected and introduced b[illegible] and "Cavendish," that cau[illegible] great whist revival in Ameri[illegible] brought with it a general [illegible] in the game on the part of w[illegible] Under the old system of play[illegible] was supposed to be playe[illegible] only by those who had a [illegible] genius for it, but the modern [illegible] anism of the game opened [illegible] sibilities for all, and once [illegible] ested, those from whom th[illegible] was expected very often show[illegible] most surprising aptitude fo[illegible] ine whist-play. Too much [illegible] for the high standing which [illegible] ican women already occupy [illegible] whist world cannot be given [illegible] instructors who led the w[illegible] first caused them to see the [illegible] bilities of the game. See, "[illegible] ers of Whist.") If the [illegible] methods were employed, a[illegible] same determination and enth[illegible] shown, there can be no dou[illegible] the women of England, [illegible] other country in which w[illegible] played, would make relativ[illegible] same progress. Their natur[illegible] tude for whist is great. The [illegible] quick perception and keen [illegible] ition, which go a great [illegible] whist strategy. When woma[illegible] mastered also the necessa[illegible] juncts of silence and attent[illegible] the whist-table, her success [illegible] sured. There is to-day [illegible] parison between the [illegible] earnest players who cult[illegible] game, and the giddy chatter[illegible] in years gone by were [illegible] resented as playing bumbl[illegible]

in its most naïve form when helping to make up a table. The writers who in years gone by poked fun at the "sick whist" of the ladies, would be amazed could they drop in and see the play at a woman's whist club, or at the annual congress of the Woman's Whist League.

That women play first-class whist is testified to by men everywhere. F. H. Stephens, of the Capital Bicycle Club, Washington, D. C., says in *Whist* for July, 1894: "In the recent tournament played in Philadelphia between the Capital Bicycle Club and All-Philadelphia, in which the former was defeated, there was only one team from the Capital Club which had a plus score to its credit. This team was composed of Messrs. Carr, Fogg, McComb, and Quackenbush. In a tournament for pairs lately held at the rooms of the Chess and Checker Club of this city, and open to all comers, Fogg and Quackenbush stood first, with Carr and McComb well up on the list. In an open tournament for pairs held this spring at the Capital Bicycle Club, these gentlemen again attained a high standing. I cite these facts for the purpose of showing that these gentlemen, three of whom are immediately concerned in this history, were players of experience and ability. In the latter part of April I asked Carr, Fogg, and Quackenbush if they would join me in a contest with a four from the Woman's Whist Club. They would. On the evening of April 27 I presented them to Miss Daly, the president; Miss King, the secretary; Miss Lockhart, and Miss Ravenburg. We formed two tables and played eighteen hands duplicate, changing partners at the end of every six hands. Result, plus two for the young ladies! We met again May 3; result, a tie. On May 11 we met for the third time, and played twenty-four hands; result, plus one for the men. The ladies are still one trick ahead of us on the sixty hands, and we are wondering how we are to get even."

This is but one example out of many that might be cited. In *Whist* for April, 1895, the editor called attention to the fact that not only in active play at the table, but in solving whist problems, women were showing the highest aptitude. Among the sixty-two answers received to a prize problem in suit-placing, the best was that of Mrs. W. C. Coe, of Chicago, who received the prize.

"Every successive meeting of whist-players," says R. F. Foster in the New York *Sun*, "demonstrates more clearly the approaching equality of the sexes in the matter of skill at the whist table. At the sixth congress [of the American Whist League] the women were only moderately successful. At the seventh they were much more in evidence, and in the various association meetings and compass games on guests' nights at the men's clubs, they have been steadily gaining ground. The averages made by women in women's clubs is much higher than that made by men in men's clubs, and their play is much freer and more enjoyable.

"Recent returns," he continues, "show some remarkable scores made by women against men. In the Ohio state congress we find a team of four women, from the Kismet Club of Cincinnati — Mrs. Poyntz, Mrs. Davidson, Mrs. Gaar, and Mrs. Poyntz — winning the progressive match for fours by defeating such crack teams as four men who have all been on championship teams, President Mandell, Buffington, Mitchell, and Parsons,

the cracks of the Chicago Whist Club. The four women players from Toledo were next to the top in almost every event, and some of them got six more tricks than the best men's pair entered."

And just as these last pages are going through the press, we learn that on January 29, 1898, the three years' contest for the trophies donated by Mrs. T. H. Andrews, president of the Woman's Whist League, came to an end at Philadelphia. Mrs. Andrews' team, consisting of herself, Mrs. J. E. Goodman, Mrs. E. L. Ellison, and Mrs. H. Toulmin, completed the necessary twelve wins which, under the rules, entitle them to permanent possession. Mrs. Toulmin having removed to Milwaukee, Miss Getchell filled her place during the last few games. The team making the next highest record was that captained by Mrs. W. H. Newbold. Nine was the number of wins to its credit. Thus ended a contest which must ever find a place in the history of woman's whist.

There can be no doubt of the genuine interest which the women of America are taking in the game. In every part of the country they are studying whist under competent teachers. They are forming a network of women's clubs which already extends from the Atlantic to the Pacific, among the latest and most notable organizations of this kind being the Chicago Whist Club, organized by Mrs. O. W. Potter. Their contests for individuals, pairs, and teams-of-four are just as interesting as those of the men. They are welcomed, and admitted to membership, in many clubs heretofore composed exclusively of men. Altogether, women have a right to be justly proud of the progress which they have made.

It is not long ago the idea prev[illegible] that a woman could not play wh[illegible] Those who wanted to make the e[illegible]ment charitably put it that she could [illegible] play equal to a man. Modern devel[illegible]ments are going on to relegate all q[illegible]ions of this nature to a deserved ob[illegible] for we have the proof now that w[illegible] are capable of playing the game w[illegible] the skill of men.—*Cassius M. Pa[illegible] A.], Whist, April, 1895.*

The current impression is that wo[illegible] are too much inclined to adhere to [illegible] of play; that they are unable to grap[illegible] with the *finesse* of the game; that w[illegible] an unusual deal falls to woman's [illegible] management is inferior to that that w[illegible] be exercised by the average club m[illegible] There is only one way to settle a com[illegible]cation of this kind, and that is to hav[illegible] contest, which would prove a very [illegible]esting affair.—*Mrs. M. S. Jenks [L. A.], Home Magazine, July, 1895.*

It is a difficult matter to make a wo[illegible] believe that it is worth while to pl[illegible] good game of scientific whist. She [illegible] quite satisfied to play a fair game [illegible] thinks anything more a bore and [illegible] worth the time it would take. But o[illegible] aroused to the pleasure of the scien[illegible] game, she is an apt, eager, earnest [illegible]dent, seizing the points with avidity [illegible] rushing ahead in a w[illegible] to the teacher.—*Harriet [illegible] [L. A.], Home Magazine, [illegible]*

Whist throws a [illegible] mental exercises that w[illegible] onerous if perf[illegible] ens the wits, sharpens the [illegible] trains the perceptive [illegible] highest excellence. In [illegible] ways elevating and never [illegible] in its influence. It is well [illegible] woman is giving [illegible] study for she is [illegible] and what she [illegible] can [illegible] hold there [illegible] *M. [illegible] Whist, December, [illegible]*

As soon as women have [illegible] vealed systematically they are [illegible] interest means thought [illegible] knowledge. The appre[illegible] game and consequent [illegible] ing in most [illegible] degree. Many [illegible] began [illegible] hand [illegible] even [illegible] from real interest. So many women h[illegible] been [illegible] such discouraging [illegible] under the impress[illegible] they cann[illegible] whist a[illegible] delighted [illegible] that they can. W[illegible] women are acquiring their know[illegible] from a scientific standpoint—are creat[illegible] the game therefore I believe in the [illegible]ture.—*Adelaide E. Hose [L. A.], [illegible] Magazine, Ju[illegible]*

The question whether ladies should [illegible] whist is one which has often exer[illegible]

ıinine mind. In October of four go this absorbing matter was dis- in the columns of a paper pub- mainly for the reading of women. weeks were spent in giving the which brought the writers to ite and affirmative conclusion. Yes, they should play whist—in the writers were agreed—but not it was a pleasure to themselves. hould play whist, and play it to at mean thing—man! Thus could ımuse a father, a husband, or a , "confined to the house by gout ımatism," and brute enough not for days spent in the more refined es of books or music. Thus could help to keep the game within ble bounds, and restrain man— icked man!—from gambling for takes. Their presence would add pleasure of the lords of creation, uld drive far, far away the occa- oath or evanescent expletive. were their reasons.—*W. P. Court- O.*], "*English Whist and Whist-* " *1894.*

k, Milton C.—An expert player and whist analyst, and t author of much originality ower. Mr. Work is a native ladelphia, and was born Sep- 15, 1864. He was graduated the University of Pennsyl- in 1884, and in 1887 was ad- to practice at the Phila- a bar. He has been actively d in the practice of law ever being a member of the well- ı firm of McCarthy, Work & ven.

Work's interest in whist rom an early period of his life. still in his university years, spring of 1882, he was a er of a team which beat four good players at the first du- whist match between teams played in the Quaker City. f the members who played ıim then became, with him, ers of the famous team of the ton Club, upon its organiza- ı 1885, and under his leader- recently achieved the unpre- ed feat of winning twenty es for the challenge trophy of the American Whist League, thereby permanently winning the trophy. Mr. Work also captained the Philadelphia eight which won a series of successive victories from New York, Baltimore, and Washington, in 1894-'95. He has been deeply interested in the welfare of the American Whist League ever since its organization, and has served on a number of its committees. In 1894 Mr. Work wrote and published a pamphlet entitled "New Whist Ideas," and this was followed in 1895 by "Whist of To-day," a wonderfully successful book, in which many original ideas are set forth. It was in its fifth edition in 1897. Mr. Work is an advocate of the long-suit game, but has liberal ideas as to when exceptions should be made in the play. In his own play he employs American leads, with Hamilton modifications (*q. v.*). He has also achieved great success as a whist editor. He was in charge of a weekly whist department of the Philadelphia *Inquirer* in 1889-'90, and was the first to suggest a congress of American whist-players. He wrote on whist for the Philadelphia *Public Ledger* in 1893, 1894, and 1895. He was the whist editor of the Philadelphia *Evening Telegraph* in 1895, 1896, and 1897, and its daily whist department (the first ever published) was his idea. In 1897-'98 he took charge of the whist interests of the Philadelphia *Press* and the New York *Mail and Express.*

Mr. Work's opinions probably have more weight with the whist-players of America to-day than those of any other writer.—*R. F. Foster* [*S. O.*], *Monthly Illustrator, 1897.*

X.—In whist notation, any card smaller than a ten-spot is usually represented by the letter x. Thus, A, Kxxx means ace, king, and

three cards of no particular value, generally low.

Y.—The partner of Z, with whom he plays against A and B. This designation is generally used in noting down hands of whist. In the first or original round or trick, the second hand is Y. In duplicate whist the corresponding designation is "east."

Yarborough.—A hand at whist containing no card higher than a nine. Named after Lord Yarborough, who offered a standing bet of £1000 to £1 against such a hand being dealt

Many yarboroughs are dealt annually that meet the above conditions, but an effort made in 1892 to locate the lowest possible hand —the yarborough par excellence— failed. In November of that year *Whist* offered a prize of twenty-five dollars for a well authenticated instance of such a hand being dealt during the next twelve months, but no one claimed the money, although a number of interesting yarboroughs were reported

The following yarborough was published in the *Westminster Papers*, London, April 1, 1870, and the editor prefaces it with the following remarks: "Any queer combination of cards will occur; but the hand certainly contains more of the smallest cards than any hand that we have ever seen recorded." It was dealt at the Surbiton Club, and "was calculated that the odds of holding no card above any six in any particular deal were 1,712,304 to 1. Clubs were trumps, and the cards held were:

On October 7, 1892, "H. T the Hamilton Club, Philadel had dealt to him, in the re course of play, a yarborough out a trump. It was as follow

Whist, in its issue of April gives the following yarbo held by E. Leroy Smith, o Albany Whist Club (trumps stated):

It adds: "That he should captured two congressional in successive years is so extra nary as to almost justify th picion that he is a lucky b but nothing could be further the truth. In order to prove Albany Club has been keepi on him ever since the Minne congress, and proves bey doubt that he is most fortun taking tricks when he holds borough, and that as a yarbo holder he is a phenomenon

Another yarborough is re by Arthur Remington, fr coma, Washington, under June 4, 1897. Mr Remingt "On May 13, at the Olymp Club, Mr J. C. Horr, of the pia Club, dealt to a former of the Supreme Court the fo hand.

"I believe this is the ch yarborough on record. A shows how the champions Pacific Northwest treat the ors from Tacoma when down to the capital city."

e is still another specimen, ed by G. W. Parker, of Read- lass., who writes under date y 8, 1897: "Kindly let me if the following hand, which last night in a game of dupli- has ever been equaled or in the number of small held. The hand was as fol-

♠ 2, 3.
♡ 2, 3, 4, 5.
♣ 3, 4, 5.
◇ 2, 3, 4, 5 (trumps).

·. Sawyer, Frank Peirce, and Rafferty, who made the rest table with me, will all make affidavit if, for any reason, ould desire the same, in case ınd should make the record."

arborough there must be a suit of ·ds, and the holder should lead the ard of that suit. It has happened yarborough, containing four . was of service to the partner d trumps, the echo allowing him · the rest and win the game.—*G. tes* [*L. A. P.*], "*American Whist ted.*"

mer Earl of Yarborough was al- ady to wager £1000 to £1 against urrence of a hand at whist in here should be no card better than The bet was decidedly unfair, and if made a great number of times must have resulted in large gains to the person who made it. It is easy to calculate the odds. * * * Lord Yarborough, if he had been fair (assuming always that he knew how to calculate probabilities) should have offered rather more than £1827 to £1 against the recurrence of the hand in question. It must be understood, of course, that he wagered with one of the players against that player having a yarborough, not against the occurrence of a yarborough among the four hands dealt. The chance of this latter event is, of course, greater.—*R. A. Proctor* [*L. O.*].

Young Players.—Beginners at whist; those who are learning the game.

Young players may be divided into two classes—the young player who is humble, and the young player who is self-sufficient.—*A. W. Drayson* [*L+A+*], "*The Art of Practical Whist.*"

Younger Hand.—The player to the right of the dealer; the third hand on the first round.

Z.—One of the four letters of the alphabet generally used in designating players at the whist-table. Z is the partner of Y, and with him plays against A and B. On the first round or trick the fourth hand is Z. In duplicate whist the corresponding designation is "west."

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Very truly Yours
E Leroy Sinatto

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The American Whist League

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Directors—(Three years), HON. GEORGE L. BUNN, St. Paul, Minn.; E. C. FLETCHER, West Newton, Mass.; JOSEPH S. NEFF, Philadelphia, Pa.; J. EBERHARD FABER, Staten Island, N. Y.

Director—(One year), WILLIAM E. TALCOTT, Cleveland, O.

OFFICERS OF

The Women's Whist League

Re-elected at the Second Annual Congress, held at Philadelphia, May 26-28, 1898.

President—MRS. JOSEPH R. HAWLEY, Hartford, Conn.

First Vice-President—MRS. CLARENCE BROWN, Toledo, O.

Second Vice-President—MRS. WALDO ADAMS, Boston.

Secretary—MRS. O. D. THOMPSON, Allegheny City, Pa

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Governors—MRS. EMLEN T. LITTELL, New York; MRS. C. H. REEVES, Baltimore; MRS. J. P. WETHERILL, Philadelphia; MRS. J. M. WALKER, Denver; MRS. W. POTTER, Chicago; MRS. HENRY E. WATERMAN, St. Louis; MRS. WILLIAM ENDICOTT, Boston (who subsequently resigned, MISS KATE WHEELOCK being elected her successor); MRS. GEORGE E. BATES, San Francisco; MRS. SCOTT D. BIDDLE Detroit; MME. DE SIBOUR, Washington, D. C.; MRS. M. J. McCONNELL, Brooklyn, and MRS. LUCIEN SWIFT, Minneapolis.

APPENDIX TO JANUARY 1, 1899.

Eighth American Whist ess was called to order in tel Vendome, Boston, Mass., 1, 1898, by the president, A. Mandell. In his anldress Mr. Mandell referred report of the Committee on of Play as "by far the most ant business that has claimed tention of the League in years," adding:

League may properly indicate lines of play that we may recoms proper to follow under *usual inary* circumstances. One of the theorists of whist has written: conventions are in accordance id are suggested by, principle. all established conventions of the e so chosen as to harmonize with t would naturally be adopted intly of convention.' It is these ions, based upon reason and the ated experience of seasoned exiat should now be promulgated eague and recommended to be-

We should in no wise attempt te to any player that he *must* ıy system of play, nor advance that the principles recommended llible, for the League should sincourage original investigation mly welcome its successful fruit. id equally as strong reason for g some system of play as a stanthe aid it will give teams, comin League contests, in defining ame. The right is now given to inquire, at proper times, of lversaries what system of play ow. The difficulty of explaining l, in a conversation lasting but a nutes, some well-known system, ady brought some trouble to the by some ill-advised friends of concharging what happily the conthemselves did not endorse. some League standard of play, sis of explanation of particular advocated, there is grave reason to fear troubles that may shake the very peace of the League."

It was resolved that the report of the Committee on System of Play be postponed for the consideration of the Ninth Congress.

The report follows:

REPORT OF THE COMMITTEE ON SYSTEM OF PLAY.

To the President and members of the A. W. L.

Gentlemen:—The committee appointed at the annual meeting of the American Whist League, in Brooklyn, 1896, to prepare and recommend a system of play which might be endorsed by the League at some subsequent meeting, with a view to the establishment of a uniform method of play, begs to submit herewith its report.

First of all, your committee desires to express its conviction that what is commonly known as the long-suit system at whist is the most scientific, is productive of the highest intellectual pleasure, and is the most successful in respect to trick-making. Your committee therefore recommends this system.

It recommends also that this system be initiated and carried forward by the use of the number-showing leads, the second, third and fourth-hand plays, the conventional discards and signals, all of which constitute what is commonly known as the system of American leads.

While it is true that the theory of the long-suit system should pervade every hand from the first card played until the last, it is also evident that detailed methods of carrying that system forward must, in the great majority of hands, be limited to the first two or three rounds. Reason, fortified by experience, can indicate in detail methods by which the attack should be commenced, and as well the details of the beginning of the defence or the counter attack. But after the play of the hand is fairly under way its development must, in the nature of the case, be left almost entirely to the individual judgment of the player.

A [illegible]
ob
tr[illegible]
play[illegible] partner [illegible] he [illegible]
[illegible] r refusing to [illegible]
of situations
[illegible] is commenced
[illegible] whist-player [illegible]
[illegible] committee therefore [illegible] stands
th[illegible] will be completed when it
[illegible] a system of original leads,
[illegible] and fourth-hand plays to
such lea[illegible] turn leads by partner, sec-

ORIGINAL LEADS.

Number of cards in suit. Holding.	4 Lead. Follow.	5 Lead. Follow.	6 Lead. Follow.	7 Lead. Follow.
A K Q J	K J	J A	J K	J Q
A K Q	K Q	Q A	Q K	Q K
A K	K A	A K	A K	A K
A Q J	A Q	A J	A J	A J
A Q or J	4th	4th	A 4th	A 4th
A	4th	4th	A 4th	A 4th
K Q J	K J	J K	J Q	J Q
K Q	K	Q 4th	Q 4th	Q 4th
Q J 10	10 Q	10 J	10 J	10 J

Holding any other combination, fourth best.

Holding.	4 Lead. Follow.	5 Lead. Follow.	6 Lead. Follow.	7 Lead. Follow.
A K	4th K	4th K	4th K	A K
A K J	4th K	4th K	A K	A K
A K 10	4th K	4th K	A K	A K
A Q or J	4th	4th	4th	4th
A	4th	4th	4th	4th
K Q	4th	4th	4th	4th
K Q 10	4th	4th	Q	Q

Second-Hand Plays to Original Leads.

Play low, on low card led, except as follows:

Holding A K and one or more small, play K in plain suit.

Holding K Q and one small, play Q.

Holding Q K and two or more small, play Q in plain suits.

Holding Q J and one small, play J.

Holding J 10 and one small, play 10.

Holding A Q J and one or more small, play J.

Holding A Q 10 and one or more small in plain suit:

The play of the small cards is preferable unless you want the lead, and hope by playing the 10 to hold the trick and then lead trumps or open your own suit.

If opponents have opened your only strong suit, and you are weak in trumps, and the remainder of your hand does not

[illegible] leads, and, in addition, a [illegible] of discarding to show strength or [illegible] ness, length, command, etc. It [illegible] stands also that such a recommen[illegible] is now deemed advisable because [illegible] minor, and for the most part [illegible] tant, differences obtain among [illegible] players who use the long-suit [illegible] and because it is believed that [illegible] in these details would enhance [illegible] value and the pleasure of the game.

Your committee recommends th[illegible] lowing system of play:

PLAIN SUITS.

In trumps, open as above, exc[illegible] follows:

warrant a short lead of trumps or [illegible] play low.

Your partner has an even chan[illegible] winning the trick fourth hand, [illegible] may be able from the fall of the ca[illegible] place the tenace in the suit with you. [illegible] risk of third hand winning the [illegible] cheaply may be more than count[illegible] anced by the disadvantage of [illegible] left in the lead should 10 hold the tr[illegible]

K and one, play king only on [illegible] plain suits.

K and one, play king in trumps. [illegible] high card led, holding a fourchette.

Simply cover original lead, when [illegible] ing all the winning cards, as determ[illegible] by Foster's Eleven Rule, assuming [illegible] card led to be the fourth best. For [illegible] ple, play 10 from A K 10 on 8 led; [illegible] from A Q 10 8 on 7 led, etc.

Holding A and one or more [illegible] play A on K Q or J led, as an original [illegible]

Third-Hand Play.

ng A Q alone, play A, return Q.
ng A Q and others, play Q, return

ng A K and two or more, play A, K.
ng other combinations, play high- l except when in sequence, then west of sequence.
ng originally three of partner's :urn highest remaining in hand. not compelled to play a higher an card led, holding four or more play third best, to show four or id to unblock.
inning partner's original lead, or ext in the lead, return partner's once, unless holding a five-card h at least two honors, or a four- t with at least three honors. The of partner's suit becomes more im- :. if from the fall of the cards presumably led from a five-card

ng five of suit led originally by , return winner, if held, otherwise l fourth best. Always return 's original trump lead.
h hand wins the trick as cheaply ble and opens his own suit, which rally better play than to lead a the adversary's suit.
ng length and strength in the ry's suit, a trump lead is some- dvisable from a hand that would erwise warrant an original lead of

Discard.

a trump strength is declared with , discard weakest suit.
trumps are led by adversary dis- rong suit; discard to show com- when holding A by discarding a and afterwards playing a lower ien the suit is led, unless obliged high. For example, discard 4 J 9 4 3 and play 3 second hand on nt's lead, or third hand on part- ad of Q or 10.
arily two discards from your uit cannot be made with safety rou hold at least six cards in the

avor to protect Q twice guarded r 10 thrice guarded of the suit that ntly your opponent's strong suit. rd preparing to show command olding K or Q, unless cards are of lue that the discard of the third or est is likely to result in loss, as K four in suit.
: first discard on adversary's lead ps indicates partner's strong suit, t should be led, particularly when an honor or a finessing card, and en the size of the card discarded may indicate that he probably has command, or that the suit is likely to be established on the first round; except when holding an established suit of your own, and in that event his suit should be led before parting with the control of your own suit. In leading to partner's suit, lead top of three or less. Lead A from four or more in the suit; from other combinations lead same as "original plain-suit leads." After having discarded to show strong suit, or if trumps are led by adversary after you have shown your strong suit by an original lead, discard weakest suit.

Subsequent discards should be made with a view of showing command if held, as 6 from A 6 4, or preparing to show command or re-entry, as 4 from K or Q 6 4 2, so that partner may know which suit to lead should he have no more of your original strong suit.

Trump Call.

The conventional call for trumps by playing an unnecessarily high card, and afterwards a lower card, is so universally recognised as a valuable and important adjunct to the game that it requires no discussion at our hands.

Ordinarily the call for trumps should be made when the hand is sufficiently strong to have led trumps from as an original lead, except when holding five small trumps. In that case it is obviously better to wait and lead them yourself, thereby perhaps enabling partner to win with an honor that would otherwise be sacrificed in responding to a call.

Holding four or more trumps, signal in plain suit, if partner has called for trumps, and neither of you has been in to lead them, otherwise he would infer that you hold three trumps or less.

Trumps.

Lead from five or more trumps, regardless of their size or your strength in plain suits. This is not intended to be inviolable, as there are exceptional hands when any good player's judgment will dictate a different line of play; but for the majority of hands having the original lead, and five or more trumps, the trump lead is recommended.

Four small trumps and no suit is a speculative hand, and the trump is likely to be the best lead. With four trumps and a four-card plain suit, and weak side suits, lead the plain suit.

On Partner's Original Lead of Trumps.

When not compelled to play higher than card led, holding four trumps, play third best and follow with fourth best.

With five or more trumps, play third best, then fourth best, holding up the small card or cards.

Holding three or less, play lowest.

Holding four or more trumps, some of which are in sequence, as 10, 9, 8, 3, play 10 and then 9, whether obliged to play higher than card led or not. On partner's low trump led, holding four or more trumps, including the turned trump, and one or more in sequence above the turned trump, as Q J 6 4 (J turned), play Q to show immediately that you have four or more.

Holding K Q and two or three trumps and cards of immediate re-entry in suit, play K on partner's low trump led, and return Q if K holds the trick, or when next in the lead.

Without cards of re-entry in suit, the play of K, if won by A, might deter partner from going on with the trumps if he has led from four, as he would be likely to place Q with opponents.

Return of Partner's Original Trump Lead.

Return winner, if held.

Return highest if you held three or less originally.

Lowest if you held exactly four.

And original fourth best, if you held five or more.

When forced, holding five trumps, trump with fifth best and lead fourth best, if hand warrants trump lead.

Holding six trumps, trump with fifth best and lead fourth best, holding up sixth best, except from high card combinations, then lead accordingly.

Holding four trumps, trump with third best, except when it is a relatively high card, as 10 from K Q 10 3.

If partner forces again, trump with fourth best, or if he leads trumps, and you are unable to hold the trick, play fourth best, or, if you hold the trick, return fourth best. Should opponents lead trumps and your partner hold the trick second hand, and is marked with a losing card in adversaries' suit that you can trump, play fourth best. Should opponents lead trumps, play second best second hand, and second best fourth hand, if they hold the trick, holding up fourth best until later.

Leading Trumps on Partner's Call.

Lead top of three or less.

Lead A regardless of number and follow with original fourth best.

Lead from other combinations same as "original leads."

Trumping in and Leading on Partner's Call.

With four trumps, trump with third best, and lead top of remaining cards, if it be an honor or a finessing card, and play fourth best later. Holding four small trumps, trump with third best, lead fourth best.

With five trumps, trump with third best, lead fifth best; with any trumps, fourth best, lead A, then fifth best. With six trumps, trump with fourth best, fifth best, holding up sixth best; with seven trump with fourth best, lead A, then fifth best, holding up sixth best. Except with holding high card combinations, then play accordingly.

The false card lead, as a signal to lead "through the honor turned," should be promptly obeyed by partner. This signal should not be made, however, with such combination as A J 10 and others, A Q 10 and others, against the K turned, or K J 9 or 10 and others against the Q turned.

Holding a weak combination such as 8 6 4 3, against the K or Q turned, it is apparent that little could be gained by this signal, as you might be obliged to part with your high trumps on first round, leaving the commanding trumps against you.

Optional Call for Trumps.

With four or more trumps and three four cards of indifferent value in a suit, play second best of the three, third best of the four, that you may have a position to call for trumps should development of the hand warrant. This call need not be construed by partner as an imperative command to lead trump, but as indicating trump strength and a willingness to have them led, if partner has an established suit or a ready suit that there is a reasonable chance of making, he should venture a trump lead.

Changing Suit.

Avoid changing suits.

It is better to stick to your own suit until you have information as to partner's suit, and good reason to believe that it is better than yours. Many tricks are gained by "switching" and valuable re-entry cards are killed or taken out of partner's hand, without benefiting yours, but with a long, weak suit and weakness in trumps and lack of probable re-entry in other suits, it is frequently advisable to lead partner's suit, rather than persist in your own suit, when subsequent leads will force partner without establishing his suit. Without information as to partner's suit, and when obliged to change the suit, secondary leads should be made from your next best suit, low from four and from A and two or and high from K Q and one, and Q J one and J and one or two.

Forcing Partner.

Refrain from forcing partner, when you are weak in trumps, except

he has shown a willingness to be
l, as by trumping a doubtful trick,
d hand; or, second, when opponents
eading or calling for trumps and
partner has shown no strength in
r trumps—while the adversaries ap-
itly have an established suit, and
ient trump strength to bring it in.
artner has called for trumps, or led
after a force, and you are also strong
mps, holding four or more, it is
ly better to respond to his call, or
n his trump lead, rather than force
gain before having had one or two
ls of trumps. If partner passes a
ful trick second hand, thereby
ing four or more trumps, do not force
If he discards a low card, and your
hand does not warrant the trump
on account of weakness in trumps
n the suit he discards, lead the suit
evidently strong in.
a high card discarded by partner,
rumps, even if weak in trumps, pro-
you have some strength in the suit
scards. If partner refuses to trump
sary's winning trick, do not force
lead trumps.

ommand on Third Round Signal.

en trumps are out, or the remain-
rumps are marked with adversaries
rtner holding combinations like Q
wo more in suit, play second best
hen third best, to show command on
round. Holding the losing trump
wo cards in plain suit, the remain-
rumps being marked with adversa-
or with partner, the adversaries
declared out of trumps, the same
l may be given, asking partner to
with the third round of the suit.
lding K and two others with trumps
the remaining trumps marked with
saries or partner, play second best
e led, holding up the small card to
command and winner.
se card play is a part of the strategy
e game. Whether to indulge in it or
nd to what extent, is a matter for
ndividual judgment of the player. It
en judicious, and it frequently works
ways.
espectfully submitted,
GEORGE W. KEEHN, Chairman,
E. A. BUFFINTON,
H. S. STEVENS,
Committee on System of Play.

resolution was adopted em-
ering the Executive Committee
e League to

vide for the payment of an entrance
rom the clubs, teams, or players
sting in any of the matches held hereafter under its auspices during the meeting of a Congress."

The report of the Committee on Laws having been presented, the following resolution was unanimously adopted:

"That the report of the Committee on Laws be, and the same hereby is accepted, and that the Code of Laws of Duplicate Whist, as reported by said Committee and published in the supplement of *Whist* of July 15, 1898, be, and the same hereby is adopted in the place of the present Code of Laws of Duplicate Whist; and that the committee be, and hereby is, continued and directed to make further report as to any changes in said Code they may deem advisable at the Ninth American Whist Congress."

Report of the Committee on Laws:

THE LAWS OF DUPLICATE WHIST.

Law 1.—Definitions.

SECTION 1.—The words and phrases used in these laws shall be construed in accordance with the following definitions, unless such construction is inconsistent with the context:

Hand.—The thirteen cards received by any one player are termed a "hand."

Deal.—The four hands into which a pack is distributed for play are termed a "deal;" the same term is also used to designate the act of distributing the cards to the players.

Tray.—A "tray" is a device for retaining the hands of a deal and indicating the order of playing them.

Dealer.—The player who is entitled to the trump card is termed the "dealer," whether the cards have or have not been dealt by him.

Original Play and Overplay.—The first play of a deal is termed "the original play," the second or any subsequent play of such deal, the "overplay."

Duplicate Whist.—"Duplicate Whist" is that form of the game of whist in which each deal is played once only by each player, but in which each is so overplayed as to bring the play of teams, pairs or individuals into comparison.

Renounce—Renounce in Error—Revoke.—A player "renounces" when he does not follow suit to the card led; he "renounces in error" when, although holding one or more cards of the suit

led, he plays a card of a
if such renounce in error
corrected, it constitutes a revoke.

Trick "Turned and Quitted."—A trick is "turned and quitted" when all four players have played and quitted their respective cards.

Law 2.—Formation of Teams and Arrangement of Players.

SECTION 1. The contesting teams must each consist of the same number of players. They may be formed and seated at tables as determined by agreement, lot or otherwise, and the positions of the players at the table shall be designated as "North," "East," "South" and "West."

Law 3.—Shuffling.

SECTION 1. Before the cards are dealt they must be shuffled in the presence of an adversary or the umpire. Each player has the right to shuffle them once before each deal, each new deal, and each new cut. In all cases the dealer may shuffle last.

SEC. 2. Right to Re-shuffle.—The pack must not be so shuffled as to expose the face of any card, and if a card is so exposed each of the players has the right to re-shuffle the pack.

Law 4.—Cutting for the Trump.

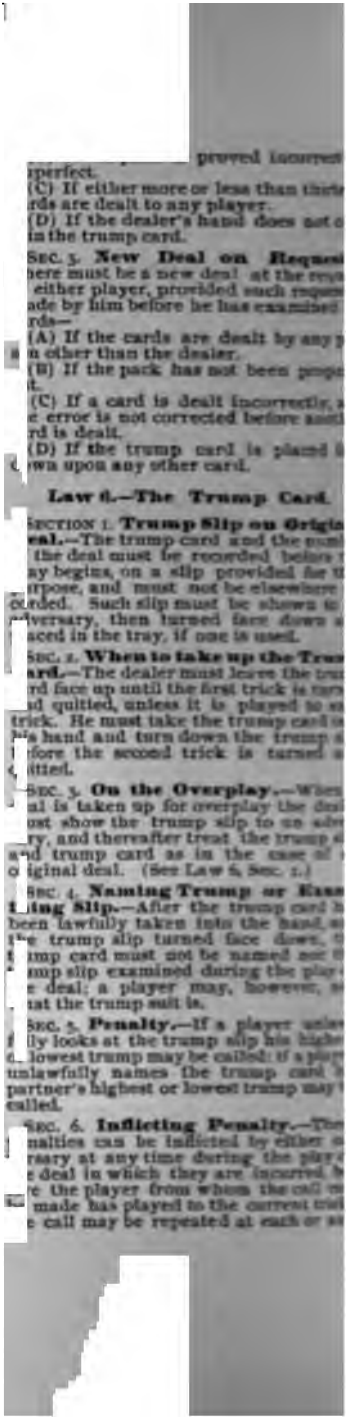
SECTION 1. The dealer must present the cards to his right-hand adversary to be cut; such adversary must take from the top of the pack at least four cards and place them towards the dealer, leaving at least four cards in the remaining packet; the dealer must re-unite the packets by placing the one not removed in cutting upon the other. If, in cutting, or re-uniting the separate packets, a card is exposed, the pack must be re-shuffled and cut again; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

Law 5.—Dealing.

SECTION 1. When the pack has been properly cut and re-united, the cards must be dealt, one at a time, face down, from the top of the pack, the first to the player at the left of the dealer, and each successive card to the player at the left of the one to whom the last preceding card has been dealt. The last, which is the trump card, must be turned and placed face up on the tray, or, if no tray is used, then at the right of the dealer.

SEC. 2. Compulsory New Deal.—There must be a new deal—

(A) If any card except the last is faced or exposed in any way in dealing.



trick until the card is played, but cannot be changed.

SEC. 7. **After Deal has been Played.**—When a deal has been played the cards of the respective players, including the trump card, must be placed in the tray face down, and the trump slip placed face up on top of the dealer's cards.

SEC. 8. **Turning the Wrong Trump.**—If, on the overplay of a deal, a trump card is turned other than the one recorded on the trump slip, and such error is discovered and corrected before the play of the deal is commenced, the card turned in error is liable to be called.

SEC. 9. **Penalty.**—If such error is not corrected until after the overplay has begun, and more than two tables are engaged in play the offender and his partner shall be given the lowest score made with their hands on that deal at any table; if less than three tables are engaged the offender's adversaries may consult, and shall have the option either to score the deal as a tie or to have the pack re-dealt, and such new deal played and overplayed.

SEC. 10. **Recording Wrong Trump—Penalty.**—Should a player, after the cards are dealt, record on the trump slip a different trump from the one turned in dealing, and the error be discovered at the next table, there must be a new deal; if the deal has been played at one or more tables with the wrong trump the recorded trump must be taken as correct, and the pair of the player making the error be given the lowest score for that deal. If, however, less than three tables are in play there must be a new deal.

Law 7.—Irregularities in the Hands.

SECTION 1. **More or Less than Correct Number of Cards—Penalty.**—In case a player on the overplay is found to have either more or less than his correct number of cards, if less than three tables are engaged, there must be a new deal; but if more than two tables are in play, the hands must be rectified and then passed to the next table. The table at which the error was discovered must not overplay the deal, but shall take the average score.

SEC. 2. **Cards Left in the Tray.**—If, after the first trick has been turned and quitted, a player is found to have less than his correct number of cards, and the missing card or cards are found in the tray, such player and his partner shall be given the lowest score on that deal.

Law 8.—Playing, Turning and Quitting the Cards.

SECTION 1. **Playing the Cards.**—Each player, when it is his turn to play, must place his card face up before him, and towards the centre of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face down, and nearer to himself, placing each successive card, as he turns it, so that it overlaps the last card played by him and with the ends toward the winners of the trick. After he has played his card, and also after he has turned it, he must quit it by moving his hand.

SEC. 2. **After Cards are Played.**—The cards must be left in the order in which they were played and quitted, until the scores for the deal are recorded.

SEC. 3. **Turning Another's Card.**—During the play of a deal a player must not pick up or turn another player's cards.

SEC. 4. **Asking to See the Last Cards Played.**—Before a trick is turned and quitted, any player may require any of the other players to show the face of the card played to that trick.

SEC. 5. **Trick Once Turned and Quitted.**—If a player names a card of a trick which has been turned and quitted, or turns or raises any such card so that any such portion of its face can be seen by himself or any other player, he is liable to the same penalty as if he had led out of turn.

Law 9.—Cards Liable to be Called.

SECTION 1. The following cards are liable to be called:

(A) Every card so placed upon the table as to expose any of the printing on its face, except such cards as these laws specifically provide shall not be so liable.

(B) Every card so held by a player that his partner sees any of the printing on its face.

(C) Every card (except the trump card) named by the player holding it.

(D) The trump card, if it is not taken into the dealer's hand, and the trump slip turned face down before the second trick is turned and quitted.

SEC. 2. **"I can win the rest," etc.**—If a player says, "I can win the rest," "The rest are ours," "It makes no difference how you play," or words to that effect, his partner's cards must be laid face up on the table, and are liable to be called.

SEC. 3.—**Where to Place and when to Play Cards Liable to be Called.**—All cards liable to be called must be

A few general, and for the most part obvious, rules may be given for leading trumps, for abandoning one's suit and playing for partner's, or the reverse, for forcing or refusing to force, but the vast majority of situations after the play of the hand is commenced must be resolved by each whist-player for himself.

Your committee therefore understands that its work will be completed when it recommends a system of original leads, second, third and fourth-hand plays to such leads, return leads by partner, secondary leads, and, in addition, a s of discarding to show strength or ness, length, command, etc. It stands also that such a recommen is now deemed advisable because minor, and for the most part un tant, differences obtain among players who use the long-suit and because it is believed that uni in these details would enhance all value and the pleasure of the gam

Your committee recommends t lowing system of play:

ORIGINAL LEADS.

PLAIN SUITS.

Number of cards in suit.	4 Lead. Follow.	5 Lead. Follow.	6 Lead. Follow.	7 Lead. Follow.
Holding.				
A K Q J	K J	J A	J K	J Q
A K Q	K Q	Q A	Q K	Q K
A K	K A	A K	A K	A K
A Q J	A Q	A J	A J	A J
A Q or J	4th	4th	A 4th	A 4th
A	4th	4th	A 4th	A 4th
K Q J	K J	J K	J Q	J Q
K Q	K	Q 4th	Q 4th	Q 4th
Q J 10	10 Q	10 J	10 J	10 J

Holding any other combination, fourth best.

In trumps, open as above, exc follows:

Holding.	4 Lead. Follow.	5 Lead. Follow.	6 Lead. Follow.	7 Lead. Follow.
A K	4th K	4th K	4th K	A K
A K J	4th K	4th K	A K	A K
A K 10	4th K	4th K	A K	A K
A Q or J	4th	4th	4th	4th
A	4th	4th	4th	4th
K Q	4th	4th	4th	4th
K Q 10	4th	4th	Q	Q

Second-Hand Plays to Original Leads.

Play low, on low card led, except as follows:

Holding A K and one or more small, play K in plain suit.

Holding K Q and one small, play Q.

Holding Q K and two or more small, play Q in plain suits.

Holding Q J and one small, play J.

Holding J 10 and one small, play 10.

Holding A Q J and one or more small, play J.

Holding A Q 10 and one or more small in plain suit:

The play of the small cards is preferable unless you want the lead, and hope by playing the 10 to hold the trick and then lead trumps or open your own suit.

If opponents have opened your only strong suit, and you are weak in trumps, and the remainder of your hand does not warrant a short lead of trumps or play low.

Your partner has an even chan winning the trick fourth hand, may be able from the fall of the ot place the tenace in the suit with you risk of third hand winning the cheaply may be more than comp anced by the disadvantage of left in the lead should 10 hold the t

K and one, play king only on plain suits.

K and one, play king in trumps. high card led, holding a fourchette.

Simply cover original lead, when ing all the winning cards, as determ by Foster's Eleven Rule, assuming card led to be the fourth best. For ple, play 10 from A K 10 on 8 led; from A Q 10 8 on 7 led, etc.

Holding A and one or more play A on K Q or J led, as an original

Examining Hands for Re-
ıt the end of the play of a deal,
ıants of a revoke can examine
ards; if either hand has been
the claim may be urged and
possible; but no proof is neces-
l the revoke is established, if,
has been claimed, the accused
· his partner disturbs the order
ards before they have been ex-
.o the satisfaction of the adver-

ıw 13.—Miscellaneous.

ж 1. Calling Attention to
-If any one calls attention in any
to the trick, before his partner
ed thereto, the adversary last to
the trick may require the of-
partner to play his highest or
the suit led, or, if he has none
uit, to trump or not to trump the

Reminding Partner as to
r.—A player has the right to re-
s partner that it is his privilege
e a penalty, and also to inform
ıe penalty he can enforce.

Preventing Commission of
arity.—A player has the right
nt his partner from committing
gularity, except revoking.

Enforcing Penalties.—If
f the adversaries, whether with
out his partner's consent, de-
r waives a penalty to which they
led, such decision is final; if the
ıdversary demands a penalty, or
penalty is demanded, none can
:ed.

Failing to Comply with
f a player is lawfully called upon
the highest or the lowest of a
rump or not to trump a trick, to
suit, or to win a trick, and unne-
fails to comply, he is liable to
: penalty as if he had revoked.

Playing Twice in Succes-
f any one leads or plays a card,
n, before his partner has played
trick, leads one or more other
ır plays two or more cards to-
all of which are better than any
rsaries hold of the suit, his part-
be called upon by either adver-
sary to win the first or any subsequent trick to which any of said cards are played, and the remaining cards so played are liable to be called.

P. J. TORMEY, Chairman, San Francisco, Cal.
THEODORE SCHWARZ, Chicago, Ill.
ROBERT H. WERMS, Brooklyn, N. Y.
LEONI MELICK, Philadelphia, Pa.
WILBUR F. SMITH, Baltimore, Md.
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JOHN T. MITCHELL, Chicago, Ill.
E. LEROY SMITH, Albany, N. Y.
WALTER H. BARNEY, Providence, R. I.
BENJAMIN L. RICHARDS, Rock Rapids, Iowa.
Committee on Laws of the American Whist League.

The Corresponding Secretary in his report stated:

"At the beginning of the past whist year we had a membership of 158 clubs, four auxiliary associations, thirty-three associate members and five honorary members, a decrease of twenty-five clubs and a decrease of one associate member.

"The clubs which have withdrawn since the Seventh Congress are . . . a total of seventeen. Those which have been dropped from the rolls on account of having disbanded, two. Those suspended, a total of seventeen. The new club members are: Grand Rapids Whist Club; Sioux City Whist, Chess and Checker Club; Pyramid Whist Club; New Rochelle Whist Club; Topeka Whist Club; Passaic Whist Club; Mt. Bowdoin Whist Club; Newport Business Men's Association; Jackson City Club; Alter Ego Club; Woburn Whist Club—a total of eleven.

"The strength of the League may better be realized by looking at the following figures representing persons holding direct allegiance:

	Clubs.	Whist Players.	Total Membership.
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Totals	164	11,548	28,527
Associate Members			32
Honorary Members			5
Grand Total			28,564

"But that is not all the story. There are throughout the land whist associations that are not members of the A. W. L. as such, but are governed by its rules and laws. They should be enumerated and taken in account, in consideration of the hold that the game has upon our nation. They are:

Name of Association.	No. of Clubs.	Membership.
Central Whist Association	15	500
Indiana " "	12	3[illegible]
Michigan " "	11	607
Missouri " "	8	627
Nebraska " "	4	345
Nor. Pac. " "	23	1[illegible]7
Northw'n " "	8	377
Ohio " "	8	748
Pac. Coast " "	13	1177
Red River " "	7	1[illegible]
Tennessee " "	6	1[illegible]
Up Penin " "	9	2[illegible]
Wisconsin " "	4	141
Total	125	7117
Of the above there are having A. W. L. charters	38	3[illegible]11
Leaving to be added to above mentioned strength of the game	90	4106
Of a grand total of organized whist-players following the laws and rules of the A. W. L. amounting to		32,670

The following officers were unanimously elected:

President, E. LeRoy Smith, Albany, N. Y.

Vice-President, B. L. Richards, Rock Rapids, Ia.

Recording Secretary, Clarence A. Henriques, New York City.

Corresponding Secretary, L. G. Parker, Toledo, O.

Treasurer, John T. Mitchell, Chicago, Ill.

Directors, three years.—Hon. George L. Bunn, St. Paul, Minn.; E. C. Fletcher, West Newton, Mass.; Joseph Neff, Philadelphia, Pa.; [illegible] Faber, Staten Island, N. Y.

Director, one year.—William E. Talbott, Cleveland, O.

In the tournament the winners of the trophies were as follows:

The Hamilton Trophy

The American Whist Club, Boston.

Players.—L. M. Bouvé, W. Fenollosa, F. H. Whitney, H. Perkins, E. C. Fletcher (the two alternating).

The Minneapolis Trophy

The Newton Club, of New Mass.

Players.—F. W. Richardson, E. Hickox.

The A. W. L. Challenge Trophy.

The American Whist Club, Boston.

Players.—C. L. Becker, H. Ward, C. S. Street, H. P. Per[illegible], E. C. Fletcher (the last two alternating).

The Brooklyn Trophy.

The New York State Whist Association.

Players.—E. L. Smith, A. [illegible]bone, R. M. Cramer, A. [illegible], A. E. Taylor, J. B. Elwell, [illegible], I. M. Levy, J. E. Faber, [illegible] Newman, D. Muhlfelder, [illegible] Snow, C. R. Watson, B. C. F. William Hudson, M. Shire.

Woman's Whist League, [illegible] and Annual Congress.—Convention was held in Horticultural Hall, Philadelphia, May 26, 27, and 28, 18[illegible], and attended by about five [illegible] delegates. From every [illegible] view the gathering was more successful than that of the previous year.

In the tournament, entries numerous for all the [illegible] events, and the play [illegible] tionally high order.

The Washington Trophy [illegible] sentative of the champ[illegible]

he has shown a willingness to be
as by trumping a doubtful trick,
hand; or, second, when opponents
ading or calling for trumps and
partner has shown no strength in
trumps—while the adversaries ap-
tly have an established suit, and
nt trump strength to bring it in.
rtner has called for trumps, or led
after a force, and you are also strong
mps, holding four or more, it is
y better to respond to his call, or
his trump lead, rather than force
gain before having had one or two
s of trumps. If partner passes a
ul trick second hand, thereby
ag four or more trumps, do not force
If he discards a low card, and your
and does not warrant the trump
n account of weakness in trumps
the suit he discards, lead the suit
vidently strong in.
high card discarded by partner,
umps, even if weak in trumps, pro-
you have some strength in the suit
ards. If partner refuses to trump
ary's winning trick, do not force
ad trumps.

mmand on Third Round Signal.

n trumps are out, or the remain-
imps are marked with adversaries
ner holding combinations like Q
o more in suit, play second best
en third best, to show command on
ound. Holding the losing trump
o cards in plain suit, the remain-
imps being marked with adversa-
r with partner, the adversaries
declared out of trumps, the same
may be given, asking partner to
with the third round of the suit.
ing K and two others with trumps
he remaining trumps marked with
aries or partner, play second best
led, holding up the small card to
ommand and winner.
e card play is a part of the strategy
game. Whether to indulge in it or
d to what extent, is a matter for
lividual judgment of the player. It
judicious, and it frequently works
ays.
spectfully submitted,
GEORGE W. KEENN, Chairman,
R. A. BUFFINTON,
H. S. STEVENS,
Committee on System of Play.

esolution was adopted em-
ing the Executive Committee
League to

ide for the payment of an entrance
m the clubs, teams, or players
ing in any of the matches held hereafter under its auspices during the meeting of a Congress."

The report of the Committee on Laws having been presented, the following resolution was unanimously adopted:

"That the report of the Committee on Laws be, and the same hereby is accepted, and that the Code of Laws of Duplicate Whist, as reported by said Committee and published in the supplement of *Whist* of July 15, 1898, be, and the same hereby is adopted in the place of the present Code of Laws of Duplicate Whist; and that the committee be, and hereby is, continued and directed to make further report as to any changes in said Code they may deem advisable at the Ninth American Whist Congress."

Report of the Committee on Laws:

THE LAWS OF DUPLICATE WHIST.

Law 1.—Definitions.

SECTION 1.—The words and phrases used in these laws shall be construed in accordance with the following definitions, unless such construction is inconsistent with the context:

Hand.—The thirteen cards received by any one player are termed a "hand."

Deal.—The four hands into which a pack is distributed for play are termed a "deal;" the same term is also used to designate the act of distributing the cards to the players.

Tray.—A "tray" is a device for retaining the hands of a deal and indicating the order of playing them.

Dealer.—The player who is entitled to the trump card is termed the "dealer," whether the cards have or have not been dealt by him.

Original Play and Overplay.—The first play of a deal is termed "the original play," the second or any subsequent play of such deal, the "overplay."

Duplicate Whist.—"Duplicate Whist" is that form of the game of whist in which each deal is played once only by each player, but in which each is so overplayed as to bring the play of teams, pairs or individuals into comparison.

Renounce—Renounce in Error—Revoke.—A player "renounces" when he does not follow suit to the card led; he "renounces in error" when, although holding one or more cards of the suit

Campbell. New Amsterdam — President, Mrs. Alfred Cowles; Delegate, Mrs. George H. Bosley. Long Island — President, Mrs. Irish; Delegate, Miss Rutherford. Otis Club, of East Orange—President, Mrs. T. E. Otis; Delegate, Miss Cameron. Southern Club—President, Mrs. Galliard; Delegate, Mrs. William Read. Bayonne—President, Mrs. Townsend; Delegate, Mrs. Burritt. Kate Wheelock, Staten Island—President, Mrs. H. R. Wallace; Delegate, Mrs. Sidney F. Rawson. Delegations not empowered to act for their clubs were: Yonkers — President, Mrs. Ten Eyck; Delegate, Mrs. Rockwell. Newark—President, Mrs. Chapman; Delegate, Mrs. Howarth. Jersey City — President, Mrs. Eveland; Delegate, Mrs. Ballou.

Canadian Whist League.—At the third congress, Toronto, July 21–23, 1898, occurred the first international whist match, although it was of an informal character. About a dozen American players, on their way home from the American Whist Congress, called on the Canadians and were cordially received. Among them were L. G. Parker, corresponding secretary of the A. W. L.; R. B. Cooper, Nashville, and Moses and B. Shire, of Buffalo, the latter two members of the team which had just won the Brooklyn trophy.

The Canadians selected Athenæum (B) team, which had tied for the Canadian championship at this congress, to play against the Americans. The latter won by three tricks. The Canadian players were: C. H. Fuller, R. Corlett, T. D. Richardson, and H. J. Coleman.

In the pair contest, M. Shire and R. B. Cooper also carried off the victory, beating A. H. Barnes and G. C. Biggar, of the Victoria Club, Toronto, by seven tricks.

The American Whist-Play
A monthly periodical, edited
published in Boston, by W
Hickox. The first issue of
American Whist-Player appe
in July, 1898. It is conducted
general lines much after the
ner of *Whist*, of Milwaukee.
Hickox is an accomplished
player. At the eighth congre
the American Whist League h
one of the winners of the Mi
apolis trophy.

Whist Opinion.—A weekly
nal published in Philadel
edited by Lennard Leigh.
chief feature of the paper is t
production of selected matter
the various periodicals dev
space to whist. It also co
news of the game, portrait
whist celebrities, articles for b
ners, problems and other int
ing matter. It was success
launched in March, 1898.

B. Lousley, of London,
tenant-Colonel Royal Engi
(retired), is the author of "
of the Future," which ha
press in the early part of 1898.
has since created a great deal
terest. The writer, who is an
exponent of the short-cut, or "
mon sense" theory, advances
eral novel arguments worth
consideration. Colonel Lous
a frequent contributor to Whi

Lennard Leigh.—The nom
plume of C. H. F. Lindsay, w
entrance upon the field of w
literature is of comparatively m
date. In addition to editing W
Opinion he contributes regular
four or five daily and weekly j
nals. Lennard Leigh's articles
vers du jeu, as he styles them,
widely quoted.

placed and left until played face up on the table. A player must lead or play them when lawfully called, provided he can do so without revoking; the call may be repeated at each or any trick until the card is played. A player cannot, however, be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play no penalty remains.

SEC. 4. **By Whom and when Cards Can be Called.**—The holder of a card liable to be called can be required to play it only by the adversary on his right. If such adversary plays without calling it the holder may play to that trick as he pleases; if it is the holder's turn to lead, the card must be called before the preceding trick has been turned and quitted, or before the holder has led a different card; otherwise he may lead as he pleases.

Law 10.—Leading Out of Turn.

SECTION 1. **Penalty Lost.**—If a player leads out of turn, and the error is discovered before all have played to such lead, a suit may be called from him or from his partner, as the case may be; the first time thereafter it is the right of either of them to lead; but the card led out of turn is not liable to be called, and must be taken into the hand. The penalty can be enforced only by the adversary on the right of the one from whom a lead can lawfully be called. If all have played to the false lead, the right to the penalty is lost; if one or more, but not all, have played to the trick, the cards played to such false lead must be taken back and are not liable to be called.

SEC. 2. **When it is an Adversary's Turn to Lead.**—If a player leads when it is the turn of an adversary to lead, the right to call a suit is lost, unless the player having the right to inflict the penalty announces the suit he desires led before the first trick thereafter won by the offender or his partner is turned and quitted.

SEC. 3. **When it is Partner's Turn to Lead.**—If a player leads when it is his partner's turn the proper leader must not lead until a suit has been lawfully called or the right to inflict the penalty has been waived or forfeited by his adversaries. If any one leads while liable to this penalty the card so led is liable to be called; but if either adversary plays to such lead the right to call a suit is lost.

SEC. 4. **Penalty Paid.**—If a player, when called on to lead a suit, has none of it, the penalty is paid and he may lead as he pleases.

Law 11.—Playing out of Turn

SECTION 1. If the third hand plays before the second, the fourth hand also may play before the second.

SEC. 2. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or, if he has none of it, to trump or not to trump the trick; the penalty cannot be inflicted after the third hand has played to the trick. If the player liable to this penalty plays before it has been inflicted, and wins or loses, the card so played is liable to be called.

Law 12.—The Revoke.

SECTION 1. **Revoke Established.**—A renounce in error may be corrected by the player making it, except in the following cases, in which a revoke is established and the penalty therefore incurred:

(A) When the trick in which it occurs has been turned and quitted;

(B) When the renouncing player or his partner, whether in his right turn or otherwise, has led or played to the following trick;

(C) When the partner of the revoking player has called attention to the renounce.

SEC. 2. **Asking Adversary if Renounced.**—At any time before a trick is turned and quitted, a player may ask an adversary if he has any of a suit to which such adversary has renounced in that trick, and can require the error to be corrected in case such adversary is found to have any of such suit.

SEC. 3. **Correcting Renounce.**—If a player who has renounced in error carefully corrects his mistake, the card is properly played by him is liable to be called; any player who has played after him may withdraw his card and substitute another; a card so withdrawn is not liable to be called.

SEC. 4. **Penalty for Revoke.**—The penalty for a revoke is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the play of the deal, but is limited to the number of tricks won by the offending side; so partner, however, can score more than thirteen by the play of any one deal. The revoking player and his partner cannot score more than the average on the deal in which the revoke occurs.

SEC. 5. **Claiming Revoke.**—A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the score recorded, but not thereafter.

Examining Hands for Re-
At the end of the play of a deal,
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Pac. Coast " "	[illegible]	[illegible]
Red River " "	7	[illegible]
Tennessee " "	6	[illegible]
Up Penin. " "	9	[illegible]
Wisconsin " "	4	[illegible]
Total	[illegible]	7117
Of the above there are having A. W. L. charters	[illegible]	[illegible]
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The following officers were unanimously elected:

President, E. LeRoy Smith, Albany, N. Y.

Vice-President, B. L. Richards, Rock Rapids, Ia.

Recording Secretary, Clarence A. [illegible], New York City.

Corresponding Secretary, L. G. Parker, Toledo, O.

Treasurer, John T. Mitchell, [illegible]

Directors, three years.—Hon. [illegible] Dunn, St. Paul, Minn.; [illegible], West Newton, Mass.; [illegible] Neff, Philadelphia, Pa.; [illegible] Faber, Staten Island, N. Y.

Director, one year.—William E. [illegible], Cleveland, O.

In the tournament the winners of the trophies were as follows:

THE HAMILTON TROPHY

The American Whist C[illegible] Boston.

Players.—L. M. [illegible] Fenollosa, F. H. White, [illegible] Perkins, E. C. Fletcher [illegible] two alternating.

THE MINNEAPOLIS T[illegible]

The Newton Club of N[illegible] Mass.

Players.—F. W. [illegible] E. Hickox.

THE A. W. L. CHALLENGE TROPHY

The American Whist C[illegible] Boston.

Players.—C. L. [illegible] Ward, C. S. Street, H. [illegible] E. C. Fletcher (the last two alternating).

THE BROOKLYN T[illegible]

The New York State Whist Association.

Players.—E. L. Smith, [illegible] bone, R. M. Cramer, A. [illegible] A. E. Taylor, J. B. [illegible] I. M. Levy, J. [illegible] Newman, D. Muhlfelder, [illegible] Snow, C. R. Watson, [illegible] William Hudson, M. [illegible]

Woman's Whist League, [illegible]ond Annual Congress.—[illegible] convention was held [illegible] Horticultural Hall, Philadelphia, May 26, 27, and 28, [illegible] attended by about five [illegible] delegates. From every [illegible] view the gathering was more successful than that of the [illegible] year.

In the tournament, entries [illegible] numerous for all the [illegible] events, and the play of an [illegible]tionally high order.

The Washington Trophy, [illegible]sentative of the championshi[illegible]

's," resulted in a tie on match between two "Cavendish" those of Boston and Philaia, the former winning the however, on the trick score. eams were as follows: "Cav- " Club of Boston, Mesdames ier, Adams, Talbot and An- "Cavendish" Club of delphia, Mesdames Pettit, s, Newbold and Lowrie.

Toledo Cup, presented by the gwood Club, of Toledo, for t between teams of four, was l for upon this occasion for st time. It fell to Mesdames , Hart, Fleming and Cannon.

Philadelphia Cup, the emof the pair championship, was by Mrs. Baird Snyder and Edith Snyder, of the Otis of Pottsville, Pa.

following officers were d for the ensuing year:
sident—Mrs. Joseph R. Hawlartford, Conn.
t Vice-President—Mrs. Clar-Brown, Toledo, O.
ond Vice-President — Mrs. Adams, Boston.
retary—Mrs. O. D. Thompson, ieny City, Pa.
asurer—Mrs. Silas W. Pettit, delphia.
ernors—Mrs. Emlen T. Lit-New York; Mrs. C. H. Reeves, more; Mrs. J. P. Wetherill, delphia; Mrs. J. M. Walker, r; Mrs. O. W. Potter, Chi- Mrs. Henry E. Waterman, St. ; Mrs. William Endicott, Bos- (who subsequently resigned, Kate Wheelock being elected uccessor); Mrs. George E. San Francisco; Miss Susan idle, Detroit; Mde. de Sibour, ington, D. C.; Mrs. J. M. Mcell, Brooklyn, and Mrs. Luwift, Minneapolis.

her address to the Congress Andrews, the retiring presi-dent, referring to the Woman's Whist League, said:

Geographically it extends from the Upper St. Lawrence to the Gulf of Mexico, and from the Atlantic to the Pacific. It has fifty-nine clubs with 2500 members, twenty clubs being in this State and seven in New York—thus Pennsylvania is the banner State.

Woman's Metropolitan Whist Association.—At a meeting of representatives of the leading women's whist clubs, situated within a twenty mile radius of Brooklyn Bridge, held in the city of New York, June 2, 1898, an association was formed "for the purpose of encouraging the study and practice of whist" among the women players of the metropolitan district. The proposition, which emanated from Mrs. H. E. Wallace, met with enthusiastic acceptance. Organization was effected and arrangements made for a series of interclub matches.

The following officers were elected:

Mrs. H. E. Wallace, Staten Island, president; Mrs. Breckenridge, Brooklyn, first vice-president; Mrs. F. H. Johnson, New York, second vice-president; Miss Inez Coleman, Bergen Point, secretary, and Mrs. T. E. Otis, East Orange, treasurer. The other directors now are: Mrs. Alfred Cowles, New York; Mrs. E. S. Gaillard, New York, and Mrs. William Townsend, Bayonne.

A list of the clubs included in the Association, and their representatives, follows:

The Woman's Club, of Brooklyn. — President, Mrs. Breckenridge; Delegate, Mrs. J. M. McConnell. Bergen Point — President, Mrs. A. A. Smith; Delegate, Miss Inez Coleman. Ladies' New York Whist Club—President, Mrs. M. F. Johnson; Delegate, Miss Martha

Campbell. New Amsterdam — President, Mrs. Alfred Cowles; Delegate, Mrs. George H. Bosley. Long Island — President, Mrs. Irish; Delegate, Miss Rutherford. Otis Club, of East Orange—President, Mrs. T. E. Otis; Delegate, Miss Cameron. Southern Club—President, Mrs. Galliard; Delegate, Mrs. William Read. Bayonne—President, Mrs. Townsend; Delegate, Mrs. Burritt. Kate Wheelock, Staten Island—President, Mrs. H. E. Wallace; Delegate, Mrs. Sidney F. Rawson. Delegations not empowered to act for their clubs were: Yonkers — President, Mrs. Ten Eyck; Delegate, Mrs. Rockwell. Newark—President, Mrs. Chapman; Delegate, Mrs. Howarth. Jersey City — President, Mrs. Eveland; Delegate, Mrs. Ballou.

Canadian Whist League.—At the third congress, Toronto, July 21–23, 1898, occurred the first international whist match, although it was of an informal character. About a dozen American players, on their way home from the American Whist Congress, called on the Canadians and were cordially received. Among them were L. G. Parker, corresponding secretary of the A. W. L.; E. B. Cooper, Nashville, and Moses and B. Shire, of Buffalo, the latter two members of the team which had just won the Brooklyn trophy.

The Canadians selected Athenæum (B) team, which had tied for the Canadian championship at this congress, to play against the Americans. The latter won by three tricks. The Canadian players were: C. H. Fuller, E. Corlett, T. D. Richardson, and H. J. Coleman.

In the pair contest, M. Shire and E. B. Cooper also carried off the victory, beating A. H. Barnes and G. C. Biggar, of the Victoria Club, Toronto, by seven tricks.

The American Whist-Play A monthly periodical edi[illegible] published in Boston by [illegible] Hickox. The first issue [illegible] *American Whist-Player* [illegible] in July, 1898. It is conducted [illegible] general lines much after [illegible] ner of *Whist*, of Milwaukee [illegible] Hickox is an accomplished [illegible] player. At the eighth congress the American Whist League [illegible] one of the winners of the M[illegible] apolis trophy.

Whist Opinion.—A week[illegible] nal published in [illegible] edited by Lennard Leigh [illegible] chief feature of the [illegible] production of selected [illegible] the various periodicals [illegible] space to whist. It [illegible] news of the game [illegible] whist celebrities, articles [illegible] ners, problems and other [illegible] ing matter. It was [illegible] launched in March, 1898.

B. Lowsley, of London [illegible] tenant-Colonel Royal [illegible] (retired), is the author of [illegible] of the Future," which [illegible] press in the early part of [illegible] has since created a great [illegible] terest. The writer, who [illegible] exponent of the short-suit [illegible] mon sense" theory advanced [illegible] eral novel arguments worth [illegible] consideration. Colonel [illegible] a frequent contributor to [illegible]

Lennard Leigh.—The [illegible] *plume* of C. H. F. Lindsay [illegible] entrance upon the field [illegible] literature is of comparative [illegible] date. In addition to editing [illegible] *Opinion* he contributes [illegible] four or five daily and week[illegible] nals. Lennard Leigh's art [illegible] *vers du jeu*, as he styles them [illegible] widely quoted.

JUN 30 1928